Owner's Manual

COMPACT DISC JUKEBOX

CJ-V77
CJ-V99

LASER JUKE

COMPACT disc DIGITAL AUDIO

ORDER No.
ARP2364

Thank you for buying this PIONEER product.
Please read through these operating instructions so you will know how to operate your model properly. After you have finished reading the owner's manual, put them away in a safe place for future reference.

IMPORTANT NOTICE
RECORD THE MODEL NUMBER AND SERIAL NUMBER OF THIS EQUIPMENT BELOW. THE NUMBERS ARE ON THE REAR PANEL.

MODEL NO. CJ-V99/CJ-V77

SERIAL NO. _____

KEEP THESE NUMBERS FOR FUTURE USE.

WARNING:
TO PREVENT FIRE OR SHOCK HAZARD, DO NOT EXPOSE THIS APPLIANCE TO RAIN OR MOISTURE.

[For Canadian models]
CAUTION:
TO PREVENT ELECTRIC SHOCK DO NOT USE THIS (POLARIZED) PLUG WITH AN EXTENSION CORD, RECEPTACLE OR OTHER OUTLET UNLESS THE BLADES CAN BE FULLY INSERTED TO PREVENT BLADE EXPOSURE.

ATTENTION:
POUR PREVENIR LES CHOCS ELECTRIQUES NE PAS UTILISER CETTE FICHE POLARISEE AVEC UN PROLONGATEUR UNE PRISE DE COURANT OU UNE AUTRE SORTIE DE COURANT, SAUF SI LES LAMES PEUVENT ETRE INSEREES A FOND SANS EN LAISSER AUCUNE PARTIE A DECOUVERT.

WARNING: This equipment has been certified to comply with the limits for a Class B computing device, pursuant to Subpart J of Part 15 of FCC rules. Only peripherals (Computer input/output device, Terminals, Printers, etc) or computers certified to comply with the class B limits may be attached to this equipment.
Operation with non-certified peripherals or computers in likely to result in interference to radio and TV reception.

CAUTION: Be sure to use the shielded cables when connect this equipment to other devices.

FCC ID : AJDTO25

CERTIFIED TO COMPLY WITH THE LIMITS FOR A CLASS B COMPUTING DEVICE PURSUANT TO SUBPART J OF PART 15 OF FCC RULES.
SEE INSTRUCTIONS IF INTERFERENCE TO RADIO RECEPTION IS SUSPECTED.

PIONEER®
The Art of Entertainment

IMPORTANT

The lightning flash with arrowhead, within an equilateral triangle, is intended to alert the user to the presence of uninsulated "dangerous voltage" within the product's enclosure that may be of sufficient magnitude to constitute a risk of electric shock to persons.

CAUTION
RISK OF ELECTRIC SHOCK
DO NOT OPEN

CAUTION:
TO PREVENT THE RISK OF ELECTRIC SHOCK, DO NOT REMOVE COVER (OR BACK). NO USER-SERVICEABLE PARTS INSIDE. REFER SERVICING TO QUALIFIED SERVICE PERSONNEL.

The exclamation point within an equilateral triangle is intended to alert the user to the presence of important operating and maintenance (servicing) instructions in the literature accompanying the appliance.

SAFETY INSTRUCTIONS

READ INSTRUCTIONS – All the safety and operating instructions should be read before the appliance is operated.
RETAIN INSTRUCTIONS – The operating instructions should be retained for future reference.
HEED WARNING – All warnings on the appliance and in the operating instructions should be adhered to.
FOLLOW INSTRUCTIONS – All operating and use instructions should be followed.
WATER AND MOISTURE – The appliance should not be used near water – for example, near a bathtub, washbowl, kitchen sink, laundry tub, in a wet basement, or near a swimming pool, etc.
LOCATION – The appliance should be installed in a stable location.
WALL OR CEILING MOUNTING – The appliance should not be mounted to a wall or ceiling.
VENTILATION – The appliance should be situated so that its location or position does not interfere with its proper ventilation. For example, the appliance should not be situated on a bed, sofa, rug, or similar surface that may block the ventilation openings; or, placed in a built-in installation, such as a bookcase or cabinet that may impede the flow of air through the ventilation openings.
HEAT – The appliance should be situated away from heat sources such as radiators, heat registers, stoves, or other appliances (including amplifiers) that produce heat.
POWER SOURCES – The appliance should be connected to a power supply only of the type described in the operating instructions or as marked on the appliance.
POWER-CORD PROTECTION – Power-supply cords should be routed so that they are not likely to be walked on or pinched by items placed upon or against them. Pay particular attention to cords at plugs, convenience receptacles, and the point where they exit from the appliance.
POLARIZATION – If your purchased product is provided with a polarized power plug, please read the following instructions. This product is equipped with a polarized-alternating current line plug (a plug having one blade wider than the other). This plug will fit into the power outlet only one way. This is a safety feature. If you are unable to insert the plug fully into the outlet, try reversing the plug. If the plug should still fail to fit, contact your electrician to replace your obsolete outlet. Do not defeat the safety purpose of the polarized plug.
CLEANING – The appliance should be cleaned only with a polishing cloth or a soft dry cloth. Never clean with furniture wax, benzine, insecticides or other volatile liquids since they may corrode the cabinet.

POWER LINES – An outdoor antenna should be located away from power lines.
NONUSE PERIODS – The power cord of the appliance should be unplugged from the outlet when left unused for a long period of time.
OBJECT AND LIQUID ENTRY – Care should be taken so that objects do not fall and liquids are not spilled into the enclosure through openings.
DAMAGE REQUIRING SERVICE – The appliance should be serviced by a Pioneer authorized service center or qualified service personnel when:

- The power-supply cord or the plug has been damaged.
- Objects have fallen, or liquid has been spilled into the appliance.
- The appliance has been exposed to rain.
- The appliance does not appear to operate normally or exhibits a marked change in performance.
- The appliance has been dropped or the enclosure damaged.

SERVICING – The user should not attempt to service the appliance beyond that described in the operating instructions. For all other servicing, contact the nearest Pioneer authorized service center.

OUTDOOR ANTENNA GROUNDING – If an outside antenna is connected to the antenna terminal, be sure the antenna system is grounded so as to provide some protection against voltage surges and built up static charges.
In the U.S.A. section 810 of the National Electrical Code, ANSI/NFPA No. 70-1984, provides information with respect to proper grounding of the mast and supporting structure, grounding of the lead-in wire to an antenna discharge unit, size of grounding conductors, location of antenna discharge unit, connection to grounding electrodes, and requirements for the grounding electrode. See Fig. A.
CART – An appliance and cart combination should be moved with care. Quick stops, excessive force, and uneven surfaces may cause the appliance and cart combination to overturn.

NEC – NATIONAL ELECTRIC CODE

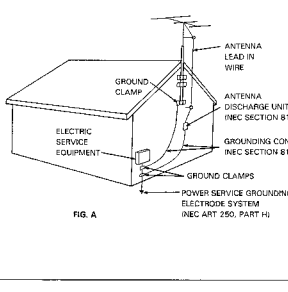

ANTENNA LEAD IN WIRE
GROUND CLAMP
ANTENNA DISCHARGE UNIT (NEC SECTION 810 – 20)
ELECTRIC SERVICE EQUIPMENT
GROUNDING CONDUCTORS (NEC SECTION 810 – 21)
GROUND CLAMPS
POWER SERVICE GROUNDING ELECTRODE SYSTEM (NEC ART 250, PART H)

FIG. A

CAUTION

- Use of controls or adjustments or performance of procedures other than those specified herein may result in hazardous radiation exposure.
- Use of optical instruments with this product will increase eye hazards.

Dear Customer:

Selecting fine audio equipment such as the unit you've just purchased is only the start of your musical enjoyment. Now it's time to consider how you can maximize the fun and excitement your equipment offers. This manufacturer and the Electronic Industries Association's Consumer Electronics Group want you to get the most out of your equipment by playing it at a safe level. One that lets the sound come through loud and clear without annoying blaring or distortion—and, most importantly, without affecting your sensitive hearing.

Sound can be deceiving. Over time your hearing "comfort level" adapts to higher volumes of sound. So what sounds "normal" can actually be loud and harmful to your hearing. Guard against this by setting your equipment at a safe level BEFORE your hearing adapts.

To establish a safe level:

- Start your volume control at a low setting.
- Slowly increase the sound until you can hear it comfortably and clearly, and without distortion.

Once you have established a comfortable sound level:

- Set the dial and leave it there.

Taking a minute to do this now will help to prevent hearing damage or loss in the future. After all, we want you listening for a lifetime.

We Want You Listening For A Lifetime

Used wisely, your new sound equipment will provide a lifetime of fun and enjoyment. Since hearing damage from loud noise is often undetectable until it is too late, this manufacturer and the Electronic Industries Association's Consumer Electronics Group recommend you avoid prolonged exposure to excessive noise. This list of sound levels is included for your protection.

Decibel Level	Example
30	Quiet library, soft whispers
40	Living room, refrigerator, bedroom away from traffic
50	Light traffic, normal conversation, quiet office
60	Air conditioner at 20 feet, sewing machine
70	Vacuum cleaner, hair dryer, noisy restaurant
80	Average city traffic, garbage disposals, alarm clock at two feet.
THE FOLLOWING NOISES CAN BE DANGEROUS UNDER CONSTANT EXPOSURE	
90	Subway, motorcycle, truck traffic, lawn mower
100	Garbage truck, chain saw, pneumatic drill
120	Rock band concert in front of speakers, thunderclap
140	Gunshot blast, jet plane
180	Rocket launching pad

Information courtesy of the Deafness Research Foundation.

[For Canadian model]
This digital apparatus does not exceed the Class B limits for radio noise emissions from digital apparatus set out in the Radio Interference Regulations of the Canadian Department of Communications.

[Pour le modèle Canadien]
L'interférence, radioélectrique générée par cet appareil numérique de type B ne dépasse les limites énoncées dans le Règlement sur les perturbations radioélectriques, section appareil numérique, du Ministère des Communications.

CONTENTS

CAUTIONS ON INSTALLATION 5
CARE OF DISCS 5
PREPARATION
HOW TO OPEN THE MENU DOOR 6
HOW TO OPEN THE MAIN UNIT DOOR 6
ACCESSORIES 7
NAME AND FUNCTION OF EACH PART ..... 8~14
CASTER LOCKING 15
REMOVING THE TRANSPORT SCREWS FROM THE CD CHANGER 15
LOADING DISCS INTO THE MAGAZINES 16
MENU STICKERS ..... 17~21
INSTALLING THE COIN BOX 22
ATTACHING THE OPERATING GUIDE DISPLAY PLATE 22
HOW TO USE SERVICE MODE ..... 23~43
ERROR CODE 44
AFTER SETTING OF THE SERVICE MODE 44
EXTENSION FUNCTION
HOW TO RETRIVE DATA ..... 45~60
CONNECTION TO EXTERNAL EQUIPMENT ... 61~64
Connection of the Microphone 61
Connection of the Wired Remote Control Unit ... 61
Connection of the Remote Control Satellite 62
Connection of an Extenal Amplifier 62
Input of Sound from External 63
Installing an Additional CD changer 64
CONNECTING THE SPEAKERS 65
ATTACHING THE COIN ACCEPTOR (The CJ-V99 is sold with coin acceptor installed) 71
ATTACHING THE BILL ACCEPTOR (The CJ-V99 is sold with bill acceptor installed) ... 72~73
MAINTENANCE
CHANGING THE GLOW LAMP 74
CHANGING THE FLUORESCENT LAMPS 74
COIN ACCEPTOR CLEANING 75
BILL ACCEPTOR CLEANING ..... 76~77
SPECIFICATIONS 78

1. SAFETY INFORMATION 80
2. DISASSEMBLY 81
3. P.C. BOARDS NAME 84
4. EXPLODED VIEWS, PACKING AND PARTS LIST 85
5. SCHEMATIC AND P.C. BOARDS DIAGRAMS 117
6. P.C.B'S PARTS LIST 192
7. SERVICE MODE 201
8. ADJUSTMENTS 202
9. HOW TO DIAGNOISING THE TROUBLE 213
10. IC DESCRIPTION 228
11. FOR CJ-V77/KUC 232

POWER-CORD CAUTION

Handle the power cord by the plug. Do not pull out the plug by tugging the cord and never touch the power cord when your hands are wet as this could cause a short circuit or electric shock. Do not place the unit, a piece of furniture, etc., on the power cord, or pinch the cord. Never make a knot in the cord or tie it with other cords. The power cords should be routed such that they are not likely to be stepped on. A damaged power cord can cause fire or give you an electrical shock. Check the power cord once in a while. When you find it damaged, ask your nearest PIONEER authorized service center or your dealer for a replacement.

CAUTIONS ON INSTALLATION

Select a horizontal and stable place. Avoid the following:

①Expose to direct sunlight
②Installation near a toilet or kitchen
③Expose to a spotlight
④Installation near a refrigerator, dimmer, air-conditioning equipment or other large electrical appliances
⑤Installation near neon signs
⑥Installation on a non-horizontal place with a weak floor
Where the floor is not horizontal, insert a hard plate or something similar beneath the casters.
⑦Installation in a place where it is difficult to carry out coin/bill collection, servicing or maintenance.

Condensation

In winter, if this system is brought from outdoors into a heated room or the temperature of the room where this system is installed is raised quickly, the operation unit or lens will be covered by condensation.
When covered by condensation, this system cannot read and play laser beam signals.
Keep this system at room temperature for one to two hours depending on the degree of condensation and the condensation will evaporate, making this system ready for playing.
Other symptoms similar to condensation may also occur at places exposed directly to a cooler or air-conditioner in summer. In such a case, move this system to another location.

Special cautions on setting

①**Power capacity**
Supply power from a wall outlet that allows a safe supply of power equal to or more than the total power consumption of all equipment you will use.
②**Connection cord**
Prevent the weight or tensile force of the cord from being applied to the plug of the connection cord.
③**Grounding**
Where no earth leakage breaker is available, connect the grounding conductor to the earth.
④**Confirmation after setting**
Be sure to confirm the following:
- Casters are locked.
- The menu sheet matches the discs.
- The external speaker phase is properly set and the right and left speakers are positioned properly.

Our company will not be responsible for any accident or other damage due to an improper fixing condition, fixing with insufficient strength, accident, or other similar circumstances.

CARE OF DISCS

- With this unit, use discs which display the mark shown below.

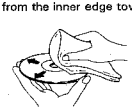
COMPACT disc DIGITAL AUDIO

- When holding discs, do not touch their signal surfaces. Hold the edges, or one edge and the center hole.

- Do not affix labels or adhesive tape to the label surfaces. Also, do not scratch or damage the label.
- Discs rotate at high speed inside the player. Do not use damaged (cracked or warped) discs.

CLEANING DISCS

- The presence of fingerprints or smudge on the surface of the disc will not directly affect the recorded signals; but depending on the degree of contamination, the brightness of the light reflected from the signal surfaces may be reduced, causing degradation of sound quality. Always keep your discs clean by wiping them gently with a soft cloth from the inner edge toward the outer perimeter.



- If a disc becomes very dirty, wet a soft cloth in water. After wringing it out well, wipe the dirt away gently, and then remove any water drops with another soft dry cloth.
- Do not use record cleaning sprays of anti-static agents on discs. Also, never clean discs with benzene, thinner, or other volatile solvents which may cause damage to the disc surface.

STORING DISCS

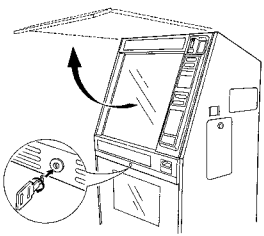
(Storing without using the six-disc magazine)

- Discs are made of the same kinds of plastic used for conventional analog audio records. Be careful not to allow discs to warp; always store discs in their cases vertically, avoiding locations with heat or humidity, or extremely low temperatures. Avoid leaving discs in cars and on the seats being exposed to direct sunlight. This can be harmful to your discs.
- Always read and abide by the precautionary notes listed on the disc labels.

HOW TO OPEN THE MENU DOOR

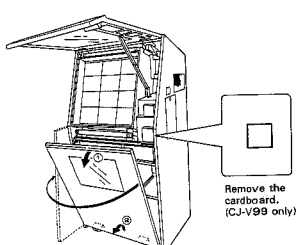
①Remove the menu door key attached to the glass menu board.
②Insert the key in the keyhole and turn to the right. Open the menu door.
③Hold the menu door up and make sure that it is fastened to the arm.

NOTE:
The keys on the glass menu board are for opening the charge storage cover to install the coins/bills box. See "INSTALLING THE COIN BOX" on page 22.



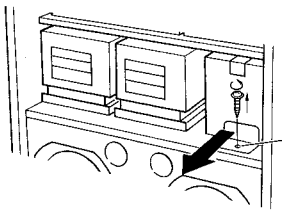
HOW TO OPEN THE MAIN UNIT DOOR

- The upper part of the main unit door is held to the main unit with a magnet. To open it, pull the upper part towards you.
- A string is attached as stopper on the left side.
- To remove the MAIN UNIT DOOR for connection etc., hold the door up, and pull the two projections located on the bottom of the door out of the slit.
- Remove the connector and set the projections so that the door will not fall down.



Remove the cardboard. (CJ-V99 only)

ACCESSORIES



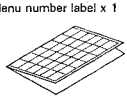
When opening the MAIN UNIT DOOR, you can see the accessory box in the CD changer. Remove the screw using a Phillips-head screwdriver, then remove the accessory box. Other accessories are stored in the illumination cover inside the MAIN UNIT DOOR.

Remove them also.

Accessories in the accessory box

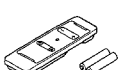
Indication plate x 1 each

Menu number label x 1

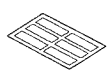


Stopper for the coin acceptance inlet x 2

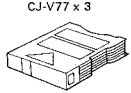
Remote control unit x 1
Dry cell battery
(size "AAA" IEC R03) x 2



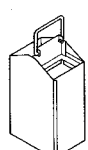
Coin sheet x 1
(CJ-V77 only)



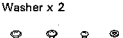
Magazine:
CJ-V99 x 6,
CJ-V77 x 3



Coin box x 1



CJ-V77 only:
Screw A (M4 x 8) x 6,
Screw B (M3 x 6) x 1
Wood screw x 2,
Washer x 2



B A

Accessories in packing case.

Follow-up card x 1

Other accessories

Front door keys x 2

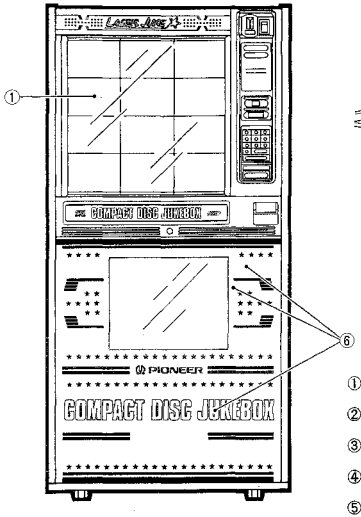
Charge storage cover keys x 3

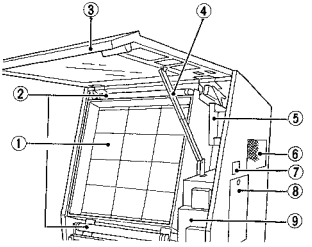
Accessories attached to the menu glass.

Operating instructions x 1

Owner's manual x 1

NAME AND FUNCTION OF EACH PART





① **Menu board**

② **Fluorescent lamp for menu illumination**

③ **Menu door**

④ **Arm**

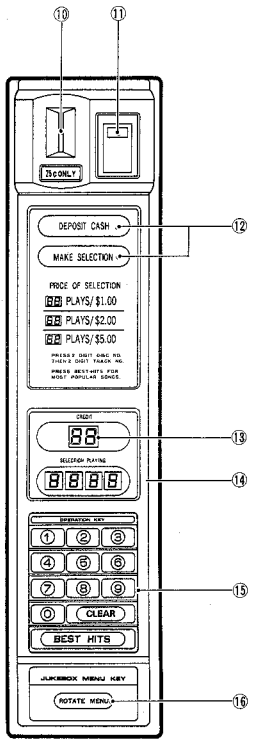
⑤ **Coin acceptor**

⑥ **Speakers**

⑦ **Coin-return hole**
When a coin is inserted while the indication "DEPOSIT CASH" is off or unacceptable kinds of coins are inserted, they are returned via this hole.

⑧ **CHARGE STORAGE COVER**

⑨ **Bill holder**



(OPERATION PANEL SECTION)

⑩ Coin insertion hole

CAUTION:
Inserted coins will not be returned even though the coin-return lever is operated. Insert only the amount of coins needed.

⑪ Coin-return lever

Operate the coin-return lever when a deformed or steel imitation coin is caught. This will cause the coin to return via the coin-return hole.

⑫ Operation guide display

- **DEPOSIT CASH.**
  When this indication is lit, you can insert cash.
- **MAKE SELECTION.**
  This indication is lit when the system is ready for music selection.

⑬ CREDIT indicator

This indication shows the number of music titles you can select using the inserted cash.
"FP" is displayed during free play.

⑭ SELECTION PLAYING indicator

This indication shows the selection number by using numeric keys.
When no key input is being done, this indication shows the number of the music title currently being played.
"OPEN" is displayed while the menu door is open.

⑮ OPERATION key

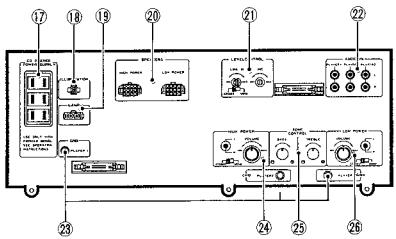
- **Numeric keys**
  Use these keys to enter the disc number and track number to be played.
- **CLEAR key**
  The selection can be canceled by pressing the CLEAR key while the digits are flushing after entering the last digit.
- **BEST HITS key**
  The most-popular piece of music on the location is automatically selected.

⑯ ROTATE MENU key

To rotate the menu board.
A maximum of 3 menu boards can be displayed.

(INSIDE OF THE MAIN UNIT DOOR)

■ Amplifier section



* Cords are connected to ⑱, ⑲ and ⑳ at shipping.

⑰ CD PLAYER POWER SUPPLY

Connect the power cord of the CD changer.
Power supplied through these outlets is turned ON/OFF by the equipment's POWER switch.

CAUTION:
Do not connect any cords other than the built-in CD changer power cord.

⑱ ILLUMINATION terminal

⑲ LAMP terminal

⑳ SPEAKERS terminal

Both HIGH POWER and LOW POWER are available. HIGH POWER is connected to the jukebox speakers and LOW POWER is connected to the external speakers on the rear side before shipment. These connections are interchangeable.

㉑ LEVEL CONTROL knob

LINE IN:
Adjusts the level of the signals input from the LINE IN terminal on the rear panel. To increase the input level, turn the knob to the MAX side. To decrease the input level, turn the knob to the MIN side.
STEREO/MONO switch:
Set this switch to the STEREO side when the input source is stereo. Set this switch to the MONO side when the input source is monophonic. If the input is made from a monophonic source and the switch is set to the STEREO side, either individual speaker will output sound.
MIC:
Adjusts the level of the signals input from the MIC IN terminal on the rear panel. To increase the input level, turn the knob to the MAX side. To decrease the input level, turn the knob to the MIN side.

㉒ AUDIO IN jacks

Connect to the AUDIO OUT jacks of the CD changer with the audio cord.

㉓ PLAYER 1, 2 and 3 GND terminals

㉔ HIGH POWER section

Adjusts the sound volume of the speakers connected to the HIGH POWER of the SPEAKERS terminal.
VOLUME control:
Adjusts the sound volume. Turning the control to the MAX side will increase the sound volume, whilst turning the control to the MIN side will decrease the sound volume. The right and left speakers can be separately adjusted. The inner control adjusts the right speaker, and the outer control adjusts the left speaker. To adjust the sound volume, turn either the inner or outer control while holding the other control.
STEREO/MONO switch:
Set this switch to the STEREO side when the input source is stereo. Set this switch to the MONO side when the input source is monophonic. When using multiple external speakers, setting the switch to the MONO side may result in a better output, even though the input source is stereo.

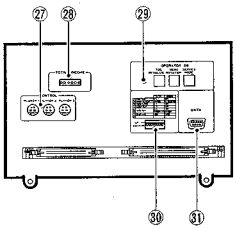
㉕ TONE CONTROL knob

BASS ..... Adjusts the bass level.
TREBLE ..... Adjusts the treble level.

㉖ LOW POWER section

Adjusts the sound volume of the speakers connected to the LOW POWER of the SPEAKERS terminal.
VOLUME control:
Adjusts the sound volume. Turning the control to the MAX side will increase the sound volume, whilst turning the control to the MIN side will decrease the sound volume. The right and left speakers can be separately adjusted. The inner control adjusts the right speaker, and the outer control adjusts the left speaker. To adjust the sound volume, turn either the inner or outer control while holding the other one.
STEREO/MONO switch:
Set this switch to the STEREO side when the input source is stereo. Set this switch to the MONO side when the input source is monophonic. When using multiple external speakers, setting the switch to the MONO side may result in a better output, even though the input source is stereo.

■ Controller section



㉗ CONTROL jacks
Connect to the CONTROL jack of the CD changer with the designated control cord.

㉘ TOTAL INCOME counter
Displays the amount of cash deposited. Reset impossible.

㉙ OPERATOR SW (switches)
TOC INITIALIZE:
After installing the magazine containing the discs into the CD changer, TOC (Table Of Contents) data can be read from the discs. The SELECTION PLAYING indicator displays "ONE MOMENT PLEASE" during initialization of TOC.
Press the OPERATOR switch also when replacing discs.
Hold down the button for several seconds until the jukebox makes a beep sound. Shut the door to start.
The correct song selection is possible only after TOC data is read, so it is necessary to make sure that the TOC data is initialized after installing or replacing discs.
MENU ROTATION:
To rotate the menu board.
SERVICE MODE:
To set to service mode, hold down the button for several seconds until the jukebox beeps. Holding down the button with the front door open will cancel the song being played back.

㉚ FUNCTION switches
See page 12.

㉛ DATA OUT terminal
Conforms to RS-232C. Allows the jukebox to communicate with computers via a modem with RS-232C interface. Users can download and upload various data set in the Service mode, and may also perform a setting of the Service mode.

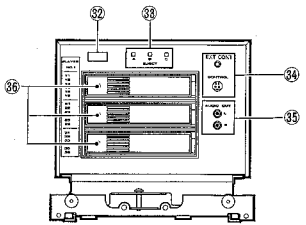
Function switches

To set functions of the jukebox.
The function setting is effective only when the power is switched ON.

Setting of the Function switches

No.	Panel display	UP DOWN	Function
1	FREE PLAY	ON OFF	Play without charge. Plays only when coins/bills are inserted.
2	ORDER TO PLAY	OPTIMUM AS SELECTED	Selects a song with the minimum access time. Plays back in the order of selection. If a song has been selected more than twice, that song will be played back only once.
3	TRACK LIMITS	ON OFF	Limits continuous playback of the same disc. This function is operated in the Service mode. Does not limit continuous playback.
4	ALBUM PLAY	ON OFF	Plays back all songs contained in a disc. The system changes to the Album Play mode when the correct amount for a disc is deposited into the jukebox. Does not perform ALBUM PLAY.
5	AUTO PLAY	ON OFF	Automatically selects and plays back songs when no song is selected. Does not perform AUTO PLAY.
6		RANDOM HIT RANDOM	Plays back random selections of the top 20 BEST HITS. The time for intervals and songs within top 20 can also be selected in the Service mode. The interval time is set to 5 minutes and the song selection is set to within the 6th to 10th position before shipment. Plays back songs other than top 20 BEST HITS at random. Songs within the top 20 can also be selected in the Service mode. The interval time is set to 5 minutes and song selection is set to within the top 20 before shipment.
7	BAUD RATE	1200 2400	Sets the baud rate of RS-232C to 1200 bps. Sets the baud rate of RS-232C to 2400 bps.

■ Compact disc changer section



㉜ HOUR METER

Displays the duration of time the unit has been used.

㉝ EJECT keys

Press to eject the magazines.

㉞ CONTROL jacks

CONTROL:
Connect to the specified CONTROL jacks (PLAYER 1) of the controller section.
EXT CONT.:
A terminal to externally control the CD changer. Usually not used.

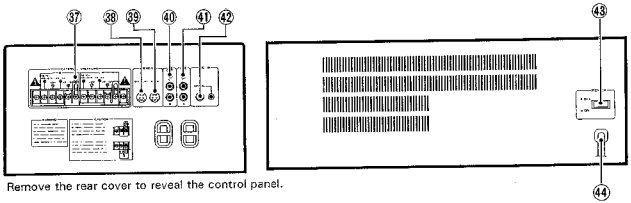
㉟ AUDIO OUT jacks

Connect to the specified AUDIO IN jack (PLAYER 1) of the amplifier section.

㊱ Magazine insertion slots

Insert the 6-disc magazine.
Make sure to insert all three magazines into the three slots.
Otherwise, the CD changer will not operate.
Insert an empty magazine if no disc is necessary.

(REAR PANEL)



• Remove the rear cover to reveal the control panel.

㊲ EXTERNAL SPEAKERS terminals

Can connect both low and high impedance speakers. Make the connection according to the impedance of the speakers in use.

CAUTION
THIS INSTALLATION SHOULD BE MADE BY QUALIFIED SERVICE PERSON AND SHOULD CONFORM TO ALL LOCAL CODES.

L: Connect the left speaker system as seen from the listening position.
R: Connect the right speaker system as seen from the listening position.
NOTE:

- *In case of connecting speakers to 2 Ω – 4 Ω or 70.7 CV terminals, tighten the screw and fasten the short bar for short circuit as illustrated.*
- *In case of connecting speakers to 4 Ω – 16 Ω terminals, tighten the screw and fasten the short bar to avoid short circuit as illustrated.*

㊳ REMOTE SATELLITE jack

A terminal for connecting the optional Remote Control Satellite JA-V150IR. When the remote control unit is used far away from the CD Jukebox, or when an obstacle exists between the remote control unit and the CD Jukebox, you can operate the Jukebox by pointing the remote control unit towards JA-V150IR, instead of the remote control light-receiving unit.

㊴ REMOTE WIRED jack

A terminal for connection of the optional wired remote control unit CU-V129. You can operate the CD Jukebox from a remote place by using the optional JC-74 extension cable (30 m/98 feet).

㊵ LINE OUT jacks

Audio is output.

㊶ LINE IN jacks

Can connect to the AUDIO OUT jacks of the external equipment. Input will be automatically made only when no signal is output from CD JUKE.

㊷ MIC IN jacks

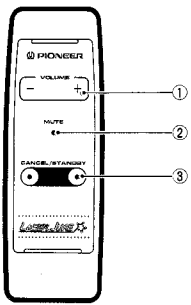
Connect the optional DM-V151 microphone with the control function. The microphone can be used for MIC PAGING.

㊸ POWER switch

Press to turn the power of the unit ON/OFF.

㊹ POWER cord

[REMOTE CONTROL UNIT]



① VOLUME keys

+: Increases the volume level.
−: Decreases the volume level.

② MUTE key

To temporarily decrease the sound volume level. Press the key again to resume normal sound volume level.

NOTE:

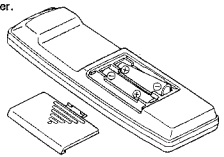
- *When activating the MUTE function with the remote control unit, VOLUME (up, down) cannot be used.*
  After the MUTE function is released, the VOLUME keys can be operated.
  The light-receiving indicator on the CD jukebox lights during the MUTE mode.

③ CANCEL/STANDBY keys

When the two keys are pressed simultaneously, the song stops and the system returns to the STANDBY mode. The SELECTION PLAYING indicator displays "PLAYING STANDBY." Pressing the keys again will cancel the STANDBY mode and the system starts selecting songs.

How to load batteries

1. Open the rear cover.
2. Install "AAA" type batteries (IEC R03/UM-4), correctly matching polarity.
3. Close the cover.



Incorrect use of batteries may lead to leakage or rupture.

Always be sure to follow these guidelines:

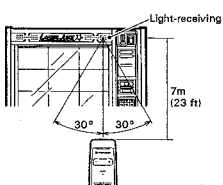
A:
Always insert batteries into the battery compartment, correctly matching the positive ⊕ and negative ⊖ polarities, as indicated inside the compartment.

B:
Never mix new and used batteries.

C:
Batteries of the same size may have different voltages, depending on their type. Do not mix different types of batteries.

Range of remote control

Distance: Within a range of approx. 7 meters (23 feet) from the remote sensor window on the CD jukebox.
Angle: Within approx. 30 degrees from the center of the remote sensor window on the CD jukebox.



Remote control will not be possible if there is an obstacle between the remote control unit itself and the remote sensor window on the CD jukebox.

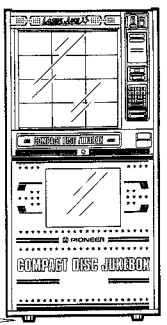
Performance of the remote control unit is adversely affected in the presence of strong fluorescent light. Keep such lights away, especially from the sensor window.

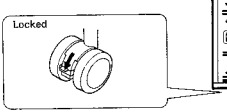
CAUTION:
The light-receiving indicator on the remote control unit does not light when the remaining power of the battery is insufficient. Replace the battery.

CASTER LOCKING:

The front casters are equipped with a locking mechanism. Make sure to lock the casters after installation as shown in the figure.

Open the main unit door before caster locking. (see page 6).





Lift the claw to unlock.

Lower the claw to lock. If locking is difficult, rotate the wheel a little.

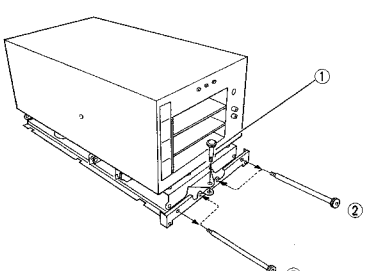
REMOVING THE TRANSPORT SCREWS FROM THE CD CHANGER

The vibration-protection of the CD changer is fixed with three screws for shipping.

① Remove the screws and spacer on the front center. (Keep the removed screws in the pocket inside the main unit door in case it becomes necessary to move the unit again.)

② Remove those screws on both sides of the front, and install them to the holes indicated by the arrows.

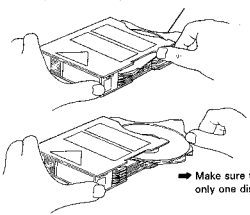
When transporting the CD changer, make sure to install the screws for protection.



LODING DISCS INTO THE MAGAZINES

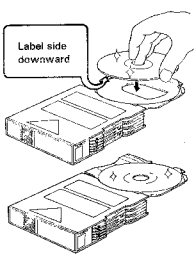
Insert any discs which you may have into the magazine. Up to six discs may be inserted. The numbering of the discs begins with 1 at the topmost tray, and then increases in order from 2 to 6 for the lower trays.

①Pull out only one disc tray.

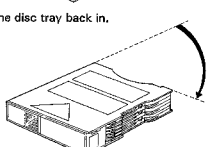


➡ Make sure to pull out only one disc tray.

②Position discs with the label side downward.



③Push the disc tray back in.



④Insert other discs by repeating steps ① to ③.

NOTE:

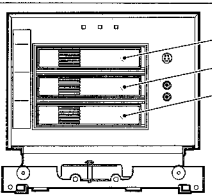
- *Please make sure to only pull out one disc tray at a time. (When a disc tray has been pulled out, do not pull out other disc trays.)*
- *If discs are inserted label side upward, it will not be possible for them to be played. Please make sure to insert them with the label side downward.*
- *Objects other than discs (song cards, explanations of disc contents, etc.), must never be inserted into the disc trays.*
- *Do not touch the playing surface of discs (the iridescent side) with hands or fingers.*

⑤Insert the magazine into the appropriate magazine insertion slot of the CD changer until it clicks.

⑥Insert the magazines into other magazine insertion slots by repeating step ① to ⑤.

IMPORTANT

Make sure to insert all three magazines into the three magazine insertion slots of the CD changer. Otherwise, the CD changer will not operate. Insert an empty magazine if no discs are required.



CAUTIONS REGARDING HANDLING OF MAGAZINES

- When inserting a magazine into the changer, make sure that the direction of insertion is correct.
- After use, store in the case provided. Do not place in locations subjected to high temperatures or exposed to direct sunlight.
- Do not take magazines apart.
- Be careful not to drop or hit magazines against things. Also, do not apply strong force to trays which have been withdrawn.
- Application of benzene, thinner, insecticide or other volatile liquids to a magazine may damage the surface, so keep magazines away from such substances.

CAUTION

This magazine is for use with the CD JUKE BOX and, because of the wear which naturally occurs, should be replaced at 6 monthly intervals. When replacing the magazine, ask for the JD-MV201 magazine sold separately.

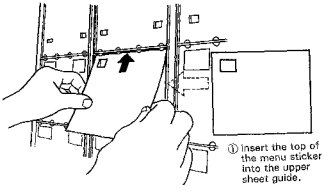
The 6 monthly interval is a rule of thumb. The real replacement interval depends on the frequency of use and the circumstances. The ball bearing becomes worn after the same tray has been used for play 5,000 — 8,000 times. Using the worn ball bearing increases the load to the mechanism, resulting in damage on the drive motor or other parts. Early replacement is therefore recommended.

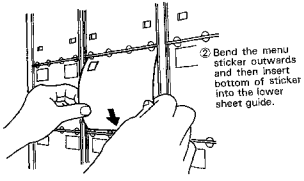
MENU STICKERS

The attached procedure provides a suggested method of installation of the disc number stickers on the menu board for the Pioneer CJ-V99/CJ-V77 Compact Disc Jukebox. While a variety of systems can be used, the one suggested has the following advantages:

- The pattern works equally well with 1, 2, or 3 CD changer and dose not require re-labeling the board when the number of changers are changed.
- Up to 18 compilation discs can be used with the pre-printed compilation title strips.
- Title strips for the compilation discs are evenly distributed around all three side of the menu assembly.

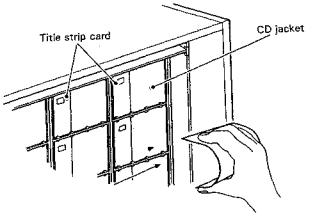
Please note their are two sheets of stickers in a set: one has the number 11 in the upper left corner, and the other has the number 21. Both sheets are required, even if only one CD changer is used.





Using CD jackets

A normal CD jacket can be inserted, instead of the Menu sticker. In such a case, indicate the song number by inserting the title strip card into either side of the CD jacket.



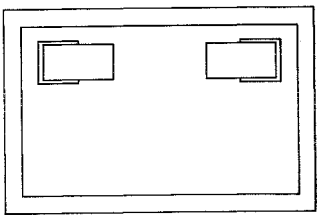
NOTE:
In order to fit a regular size CD jacket into the menu board, it may be necessary to adjust the jacket size.

Menu Numbering System:

The menu numbering system pictured at the right is suggested as a convinient method of identifing the disc number to be played. While a variety of systems could be used, this system has the advantage that the same system works equally well with 1, 2, or 3 CD changers. Consequently, the need to re-lable the menu board is eliminated when a changer is added or removed.

This system is designed to use 9 compilation discs as provided with the pioneer Compilation Disc Program. CD Jukes which are fitted with only one player have the compilation discs installed in the first 9 disc locations (11 thru 23). Systems using two or more CD changers have the discs installed in the first 9 disc locations of changer 2 (41 thru 53).

The labels provided have each number printed twice. The ultimate location allows the use of Rowe style title strips, if desired. The number stickers are to be installed as illustrated below:



Approximately 1/2" must be trimmed from one edge of the CD jacket when the Rowe style strips are used.

Menu Surface 1

11 41	12 42	13 43
14 84	15 85	16 86
21 64	22 65	23 66
71 24	72 25	73 26

Menu Surface 2

11 54	12 55	13 56
14 44	15 45	16 46
21 91	22 92	23 93
74 31	75 32	76 33

Menu Surface 3

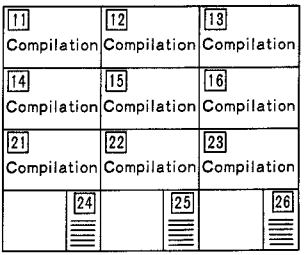
11 81	12 82	13 83
14 61	15 62	16 63
21 51	22 52	23 53
94 34	95 35	96 36

Menu Configuration for 1 CD Changer:

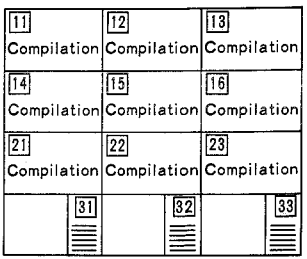
The menu configuration shown at the right is designed for the use of 9 compilation discs and one CD changer. In this configuration, there are 18 more menu locations then there are available discs. To fill up the extra spaces,title cards for the compilation discs are printed on three cards: one for selections 1 thru 5, one for selections 6 thru 10 and one for selections 11 thru 15. In this way, there are a total of 27 title cards for the 9 compilation discs,resulting in 18 extra menu cards.This is the number needed to fill up the spare locations on the menu board. A title strip is provided with all 15 selections listed as well. This strip is used for systems with 2 or more CD changers.

The compilation discs are to be installed in disc locations 11 thru 23.

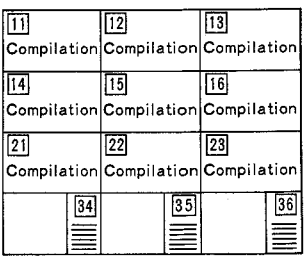
Menu Surface 1



Menu Surface 2



Menu Surface 3



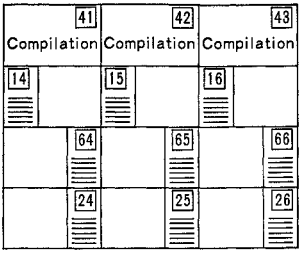
Menu Configuration for 2 CD Changers:

The menu configuration shown at the right is designed for the use of 9 compilation discs and two CD changers. In this configuration, there are 36 menu locations and 36 available discs. Consequently, one menu location is to be used for each disc.

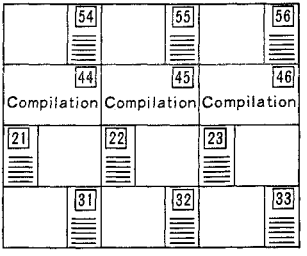
For compilation discs, use the compilation title strips which list all 15 selections on one strip. The three title strips with 5 selections per strip are used in systems fitted with only one CD changer.

The compilation discs are to be installed in the 2nd CD changer in disc locations 41 thru 53.

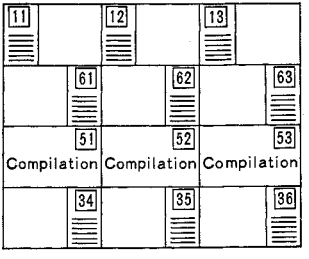
Menu Surface 1



Menu Surface 2



Menu Surface 3



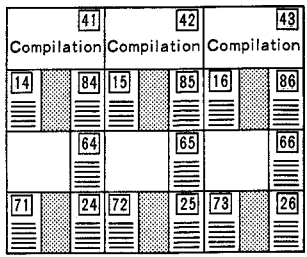
Menu Configuration for 3 CD Changers:

The menu configuration shown at the right is designed for the use of 9 compilation discs and three CD changers. In this configuration, there are 36 menu locations and 54 available discs.Consequently, it is necessary to list the titles for two CDs on each of 18 menu locations.

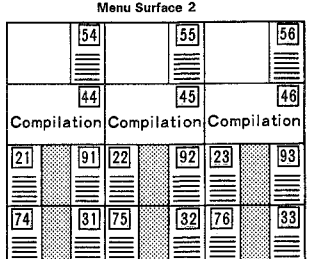
For the compilation discs, use the title strips which list all 15 selections on one strip. The three title strips with 5 selections per strip are used in systems fitted with only one CD changer.

One compilation disc is to be installed in the 2nd CD changer in disc locations 41 thru 53.

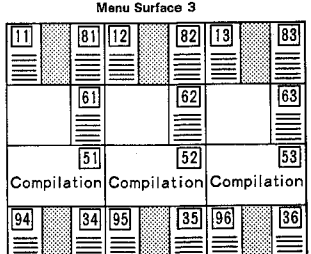
Menu Surface 1



Menu Surface 2



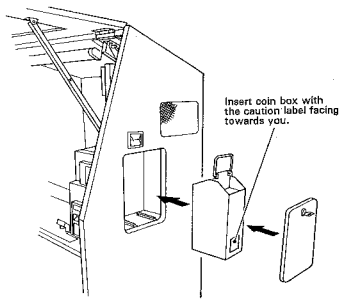
Menu Surface 3



INSTALLING THE COIN BOX

With CJ-V99, install the Coin Box by the following procedure. With CJ-V77, install the coin or bill acceptor (→ page 71~73), then install the Coin Box.

1. Remove the anti-burglar key from the glass menu board. Insert the key into the key hole and turn it clockwise to open the charge storage cover.
2. Remove the Coin Box from the accessory box.
3. Install the Coin Box while holding its handle.

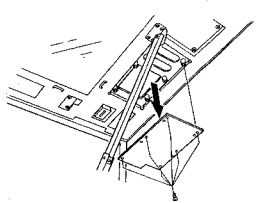


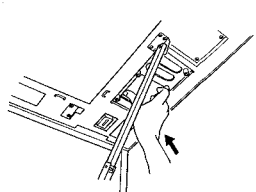
ATTACHING THE OPERATING GUIDE DISPLAY PLATE

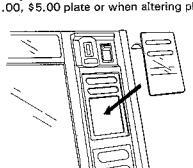
Attach the correct plate indicating the correct charge for a single song.
Remove the seal from the rear side before attaching the plate.

Replacing the Operation Guide Display plate

1. Open the MENU DOOR.
2. Remove the six screws to remove the base board indicated in the figure.
3. Remove the base board.
4. Remove the plate by carefully pushing it from the inside to prevent damage.
5. Close the MENU DOOR.
6. Remove the remaining adhesive double-side tape by using a screwdriver or similar tool.
7. Remove the seal from the rear side of a new plate and attach it.
   The jukebox default values have been set to:
   3 PLAYS/$1.00
   7 PLAYS/$2.00
   18 PLAYS/$5.00
   Make allchanges in the service mode when using the $0.25, $1.00, $5.00 plate or when altering play numbers.







HOW TO USE SERVICE MODE

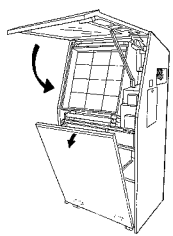
What is the service mode?

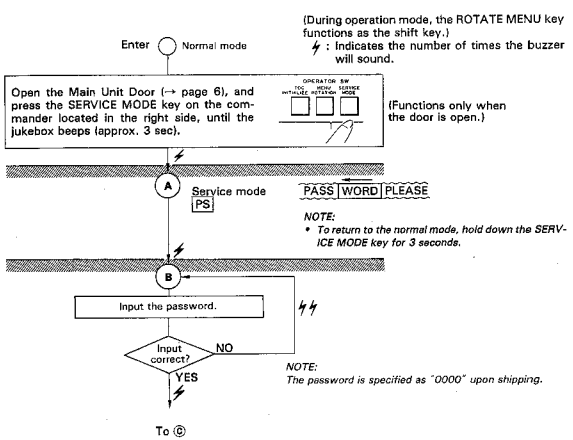
In the service mode, you can specify Free Play (playback free of charge), the charge for a single song, viewing data indicating how many times the song is to be played back, and disabling playback for specific songs.

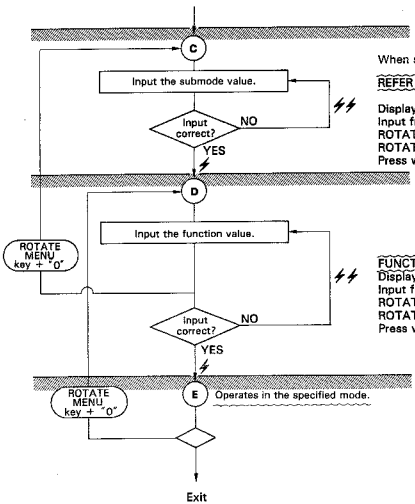
This section explains how to enter/exit the service mode, and also indicates what can be performed upon entry/exit and how to operate the numeric keys and the ROTATE MENU key.

SERVICE MODE (OPERATION MODE) flowchart

How to enter/exit the service mode




Enter
Normal mode
(During operation mode, the ROTATE MENU key functions as the shift key.)
ϟ : Indicates the number of times the buzzer will sound.
Open the Main Unit Door (→ page 6), and press the SERVICE MODE key on the commander located in the right side, until the jukebox beeps (approx. 3 sec).
OPERATOR SW
INITIALIZE
ROTATION
SERVICE MODE
(Functions only when the door is open.)
A
Service mode
PS
PASS WORD PLEASE
NOTE:
• To return to the normal mode, hold down the SERVICE MODE key for 3 seconds.
B
Input the password.
ϟϟ
Input correct?
NO
YES
NOTE:
The password is specified as "0000" upon shipping.
To ⓒ

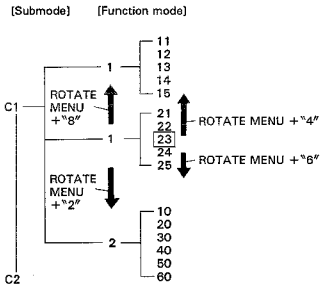

C
Input the submode value.
Input correct?
NO
YES
When selecting "C1" mode.
REFER TO A UDITS
Display will be changed by:
Input from 0 to 9 or
ROTATE MENU key + "2"; (increment)
ROTATE MENU key + "8"; (decrement)
Press with the BEST HITS key.
D
Input the function value.
ROTATE MENU key + "0"
FUNCTI ON P LEASE
Display will be changed by:
Input from 0 to 9 or
ROTATE MENU key + "2"; (increment)
ROTATE MENU key + "8"; (decrement)
Press with the BEST HITS key.
Input correct?
NO
YES
ROTATE MENU key + "0"
E
Operates in the specified mode.
Exit

Shift key

During the service mode, the ROTATE MENU key functions as the shift key. When one of keys "0", "2", "4", "6" or "8" or "9" are pressed while depressing the ROTATE MENU key, the operation will be as follows:

ROTATE MENU keys	+	0	Reverses the progress of the service mode. Progress can be reversed as Ⓔ → Ⓓ or Ⓓ → Ⓒ (see the SERVICE MODE flowchart).
		2	① Increases the numeric value during input of the value for submode or function mode. ② Increases the submode value during execution (step Ⓔ). ③ Increases the function mode value (upper digits) during execution (step Ⓔ).
		8	① Decreases the numeric value during input of the value for submode or function mode. ② Decreases the submode value during execution (step Ⓔ). ③ Decreases the function mode value (upper digits) during execution (step Ⓔ).
		6	Increases the function mode item (lower digits) during execution (step Ⓔ).
		4	Decreases the function mode item (lower digits) during execution (step Ⓔ).
		9	Alternately displays data for the mode and the related message every time the key is pressed.

(Example) During execution in the submode 1 and the function mode 23.



Display and Usage

During the service mode, display is made with the indicators of SELECTION REMAINING and SELECTION PLAYING.

1. Inputting the password

Displays "PS".
Input the password with the number keys.

(Example) 1 2 3 4
Upon correct input, "beep" will sound and it changes to submode input.
Upon incorrect input, "beep-beep" will sound. Input the password correctly.

2. Inputting submode

Displays "C".
Input the submode with the numeric keys.
(Example) 2
When the BEST HITS key is pressed, "beep" will sound and it changes to function mode input.
When a number not existing in the submode is input, "beep-beep" will sound. Input a correct number.

3. Inputting function mode

The "–" light up for the first two digits.
Input the value for the function mode (an upper digit or an upper and lower digit) with the numeric keys.
(Example) 0
When the BEST HITS key is pressed, "beep" will sound and changes to execution mode.
When number(s) not existing in the function mode are input, "beep-beep" will sound and it reverses to the previous display. Input correct number(s).

4. Display of the CREDIT Indicator in the Manual Service Mode

Unlike the SELECTION PLAYING indicator, the display of the CREDIT indicator is the same for all functions. In the service mode, the CREDIT indicator consists of two display levels. The first display shows the submode number and the second display shows the function number. The two levels are alternately displayed for approximately 1 second.

(Example) Indicating that the current mode is 4-10 (LOCK OUT NUMBER).

Service mode configuration

The service mode consists of nine submodes. Each submode has several function modes. For example, with an indication of "1-23," 1 is a submode number and 23 is a function mode. When there is no classification for the lower digit of the function mode, the left digit will be expressed as "0."

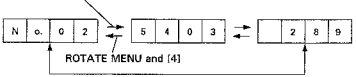
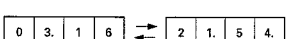
Submode No.	Details (function mode No.)	Number
1. REFER TO AUDITS	1. PLAY AUDITS (counting after the previous reset) −1	(1-11-15)
	2. PLAY AUDITS (counting after the previous reset) −2	(1-21-25)
	3. PLAY AUDITS (counting after the previous reset) −3	(1-31-38)
	4. CASH AUDITS (counting after the previous reset)	(1-41-40)
	5. PLAY AUDITS (cannot reset after shipping) −1	(1-51-55)
	6. PLAY AUDITS (cannot reset after shipping) −2	(1-61-65)
	7. CASH AUDITS (cannot reset after shipping)	(1-71-70)
2. REFER TO OTHER DATA	1. DISC RANKING	(2-10)
	2. BEST HIT NUMBER	(2-20)
	3. CANCEL DISC	(2-30)
	4. ERROR HISTORY	(2-40)
	5. PLAY TIME A DAY	(2-50)
	6. PLAY TIME by MANUAL	(2-60)
3. REFER TO SET DATA	1. TOTAL SET DISC	(3-10)
	2. LOCK OUT NUMBER	(3-20)
	3. PRIORITY NUMBER	(3-30)
	4. PREMIUM NUMBER	(3-40)
	5. HIT MAKER NUMBER	(3-50)
	6. B.G.M. DISC	(3-60)
	7. CREDIT RATE	(3-70)
	8. SOFT VERSION	(3-80)
	9. I.D. NUMBER	(3-90)
4. FIX ON SPECIAL NUMBER & CREDIT	1. LOCK OUT NUMBER	(4-10)
	2. PRIORITY NUMBER	(4-20)
	3. PREMIUM NUMBER	(4-30)
	4. HIT MAKER NUMBER	(3-40)
	5. B.G.M. DISC	(4-50)
	6. AUTO PLAY NUMBER	(4-61-62)
	7. CREDIT RATE	(4-70)
	8. PREMIUM NUMBER RATE	(4-80)
	9. COIN VALUE	(4-91-97)

Submode No.	Details (function mode No.)	Number
5. FIX ON TIME & SCHEDULE	1. HAPPY HOUR SCHEDULE 2. AUTO PLAY SCHEDULE 3. FREE PLAY SCHEDULE 4. DATA RETRIEVAL SCHEDULE 5. TIME or INTERVAL −1 6. TIME or INTERVAL −2 7. REAL TIME CLOCK	(5-10) (5-20) (5-30) (5-40) (5-51-53) (5-61-62) (5-71-76)
6. FIX ON OTHER DATA	1. PASSWORD 2. SAME DISC CONTINUOUS PLAY 3. B.G.M. VOLUME 4. I.D. NUMBER 5. FRONT PANEL SELECTION	(6-11-12) (6-20) (6-30) (6-40) (6-50)
7. CLEAR DATA	1. AUDITS (Counting after the previous reset) 2. DISC INFORMATION 3. SELECTION INFORMATION 4. ERROR HISTORY 5. CREDIT 6. SPECIAL NUMBER 7. for OPERATOR 8. for REPAIR MAN	(7-11-12) (7-20) (7-30) (7-40) (7-50) (7-61-65) (7-70) (7-80)
8. AGING	1. AGING CYCLE TIME 2. AGING (A) 3. AGING (B) 4. AGING (C)	(8-10) (8-20) (8-30) (8-40)
9. TEST	1. L.E.D. ALL LIGHTING 2. FUNCTION SW READING 3. L.E.D. LIGHTING CHECK	(9-10) (9-20) (9-30)

Setting of functions in the Manual Service mode and display of the SELECTION PLAYING indicator

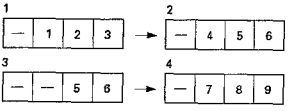
Service mode function	Submode No.	Function mode No.		
Displays all songs selected in the Free Play mode. When selecting the entire disc, the number of songs contained in that disc will be added to the Free Play mode.	C1: REFER TO AUDITS • The SELECTION PLAYING indicator displays "REFER TO AUDITS."	1	11	PLAY BACK AUDITS 1 (counting after the previous reset)
Displays all songs selected in the Paid Play mode. When selecting the entire disc, the number of songs contained in that disc will be added to the Paid Play mode.			12	
Displays the number of times songs were selected from areas other than BEST HITS in the Paid Play mode.			13	
Displays the number of times songs were selected from BEST HITS in the Paid Play mode.			14	
Displays the number of times songs were selected from ALBUM in the Paid Play mode.			15	
Displays the number of times PRIORITY songs were specified in the Paid Play mode.			21	PLAYBACK AUDITS 2 (counting after the previous reset)
Displays the number of times PREMIUM songs were specified in the Paid Play mode.			22	
Displays the number of times HIT MAKER songs were specified in the Paid Play mode.			23	
Displays the number of times songs were selected in the Paid Play mode during HAPPY HOUR.			24	
Displays the number of times songs were repeatedly reserved in the Paid Play mode.			25	
Displays the total number of selection times for the three CD changers.			31	PLAYBACK AUDITS 3 (counting after previous reset)
Displays the number of times songs were selected from the 1st CD changer.			32	
Displays the number of times songs were selected from the 2nd CD changer.			33	
Displays the number of times songs were selected from the 3rd CD changer.			34	
Displays the total number of times of operations (including operations such as TOC and initialization, other than the song selection) of the three CD changers.			35	
Displays the total number of times of operations of the 1st CD changer.			36	
Displays the total number of times of operations of the 2nd CD changer.			37	
Displays the total number of times of operations of the 3rd CD changer.			38	
Displays the total of cash (number of standard units). The total amount of money is represented by multiplication of the standard unit.			41	CASH AUDITS (counting after previous reset)
Ch.1			42	
Ch.2			43	
Ch.3			44	
Ch.4			45	
Ch.5			46	
Ch.6			47	
Displays the total number of input coins set in each channel of the coin acceptor.			48	
Displays the total number of $1 bills put in the jukebox.			49	
Displays the total number of $5 bills put in the jukebox.			40	
Records the total number of songs selectable by depositing coins/bills.				

Service mode function	Submode No.	Function mode No.		
Displays all songs selected in the Free Play mode. When selecting the entire disc, the number of songs contained in that disc will be added to the Free Play mode. Displays all songs selected in the Paid Play mode. When selecting the entire disc, the number of songs contained in that disc will be added to the Paid Play mode. Displays the number of times songs were selected from areas other than BEST HITS in the Paid Play mode. Displays the number of times songs were selected from BEST HITS in the Paid Play mode. Displays the number of times songs were selected from ALBUM in the Paid Play mode.	C1: REFER TO AUDITS • The SELECTION PLAYING indicator displays "REFER TO AUDITS."	1	51 52 53 54 55	PLAYBACK AUDITS 1 (cannot reset after shipment)
Displays the number of times PRIORITY songs were specified in the Paid Play mode. Displays the number of times PREMIUM songs were specified in the Paid Play mode. Displays the number of times HIT MAKER songs were specified in the Paid Play mode. Displays the number of times songs were selected in the Paid Play mode during HAPPY HOUR. Displays the number of times songs were repeatedly reserved in the Paid Play mode.			61 62 63 64 65	PLAYBACK AUDITS 2 (cannot reset after shipment)
Displays the total of cash (number of standard units). The total amount of money is represented by multiplication of the standard unit. Ch.1 Ch.2 Ch.3 Ch.4 Ch.5 Ch.6 Displays the total number of input coins set in each channel of the coin acceptor. Displays the total number of $1 bills put in the jukebox. Displays the total number of $5 bills put in the jukebox. Records the total number of songs selectable by depositing coins/bills. The display will indicate numbers to 999,999. When 9,999 or less, the entire number will be indicated at once. When 10,000 or over, the first two digits will be shown for approximately one second before displaying the final four digits. Displays will appear for one second before alternating to the other display. When displaying the first two digits, the display will insert a comma in the appropriate place. Example: 123,456 times. 			71 72 73 74 75 76 77 78 79 70	CASH AUDITS (cannot reset after shipment)

Service mode function	Submode No.	Function mode No.		
Displays the titles of the most frequently selected songs and the least selected songs in sequence, together with the number of times that the selection has been made Displays the top 20 of BEST HITS. Displays songs in sequence of the number of times of cancellation by the SKIP function The displays consist of three levels. The first display shows the order, the second shows the disc number (or song number), and the third shows the number of times of selection (cancellation). In this mode, the disc number (or song number) is displayed together with the number of times it has been selected. Use the ROTATE MENU and [6] keys or the ROTATE MENU and [4] keys to scroll up and down. (Example) The song in second place is song number 5403, and was selected 289 times. ROTATE MENU and [6]  	C2: REFER TO OTHER DATA.	2	10 20 30	DISC RANKING BEST HIT NUMBER CANCEL DISC
Displays the most recent 20 errors. The display consists of two levels. The first display shows the date and time in which the error occurred, and the second shows an error code. In this mode, the most recent errors will be displayed. Use the ROTATE MENU and [4] keys and the ROTATE MENU and [6] keys to scroll the displayed data. (Example) Search error (error code 21) occurred at disc number 5400 on March 16.  			40	ERROR HISTORY
Displays the total number of songs selected in the Paid Play mode for every day for the last 64 days. The display consists of two levels. The first display shows the date and time, and the second displays the number of times of selection. In this mode, the data for the day will be displayed. Use the ROTATE MENU and [4] keys and the ROTATE MENU and [6] keys to scroll the displayed date and time. (Example) Search error (error code 21) occurred at disc number 5400 on March 16.			50	PLAY TIME A DAY

Service mode function	Submode No.	Function mode No.		
Displays the number of times of selection of a desired song number. Specify a song number using the numeric keys, and press the BEST HITS key. The song number and the number of times of playback will be alternately displayed. If an incorrect operation was performed, the system beeps twice and waits for the next input. (Example) The song number 1210 was played back 252 times. 1 2 1 0 → 2 5 2.	C2: REFER TO OTHER DATA.	2	60	PLAY TIME BY MANUAL

Service mode function	Submode No.	Function mode No.		
Displays the number of discs set in the CD player.	C3: REFER TO SET DATA.	3	10	TOTAL SET DISCS
Displays the song specified as playback disable, and the period of disabled time for that song.			20	LOCK OUT NUMBERS
Displays the songs specified as PRIORITY songs.			30	PRIORITY NUMBERS
Displays the songs specified as PREMIUM songs.			40	PREMIUM NUMBERS
Displays the songs specified as HIT MAKER songs.			50	HIT MAKER NUMBERS
Displays the disc specified as BGM disc. The songs (disc) which have been selected can be viewed for reference. Song (disc) data which has been selected can be viewed by simultaneously pressing the shift key and the numerical 4 or 6 key. The data will appear alternately showing the first part of the data and then the second part. For song (data) selected with the 3-20 keys, use the "BEST HIT" key to move through the song numbers to the final time display. Simultaneously press the shift key and the numerical 4 or 6 key. Selected song (disc) data will appear alternately in the display showing the first part of the data and then the second part.			60	B.G.M. DISCS
Displays the specified credit rate. The specified five patterns can be viewed by two displays. Use the ROTATE MENU and [4] keys and the ROTATE MENU and [6] keys to scroll the displayed data. (Example) Can select five songs for 3 dollars. $ 3. 0 0 → ← — — 0 5			70	CREDIT RATE
Displays the software version of the microcomputer. (Example) Version 1.0 V — 1. 0			80	SOFT VERSION

Service mode function	Submode No.	Function mode No.		
Displays the ID number as follows: 1st display ··· First three digits of the location number 2nd display ··· Last three digits of the location number 3rd display ··· First two digits of the serial number 4th display ··· Last three digits of the serial number * An ID number consists of a 6-digit location number and a 5-digit serial number. (Example) Location number "123456" Serial number "56789"  	C3: REFER TO OTHER DATA.	3	90	ID NUMBER

Service mode function	Submode No.	Function mode No.		
A maximum of 25 songs (discs) can be disabled.	C4: FIX ON SPECIAL NUMBER & CREDIT	4	10	LOCK OUT NUMBERS

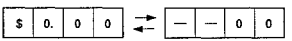
Setting LOCK OUT songs
There are five setting items (five displays) for a single song to be disabled.
1st display ··· Song number to be disabled
2nd display ··· Day to start disable
3rd display ··· Time to start disable
4th display ··· Day to end disable
5th display ··· Time to end disable
The 1st display shows the song number previously input or "----" for initial input. Input a desired song number. If only the song number is input, that song will be disabled, regardless of the schedule (day and time to be started/ended).
Use the numeric keys to input a number from 0 to 9 for the 2nd and 4th displays, and a 4-digit number for the 3rd and 5th displays.
For the 2nd and 4th displays, the numeric keys correspond as follows:

Key	Display
0	SUN (Sunday)
1	MON (Monday)
2	TUE (Tuesday)
3	WED (Wednesday)
4	THU (Thursday)
5	FRI (Friday)
6	SAT (Saturday)
7	ED (every day)
8	WD (Monday through Friday)
9	MtS (Monday through Saturday)

The setting can be changed freely.
With the 3rd and 5th displays, the first two digits express hours and the last two digits express minutes. Input the desired time in a 24-hour system.
If you input incorrect data, the system beeps twice and returns to the previous display.
To specify data, press the BEST HITS key. The system beeps once. After blinking for 2 seconds, the display lights and proceeds to the next item. However, the last item (time to end disable) will remain lit.
To specify other data, go to the next pattern using the ROTATE MENU and [6] keys, and perform the same procedure. To return to the previous pattern, use the ROTATE MENU and [4] keys.
To delete data, press the CLEAR key.

NOTE:
Restrictions on setting schedule
① If you specify ED (everyday) for the day to start disable, the day to end disable should also be ED. The same is true for specifying WD and MtS.
② If the day to start disable is the same as the day to end disable, "time to end disable" should be a number larger than "time to start disable."
③ The period between the day to start disable and the time to end disable should be within 2 days.

Service mode function	Submode No.	Function mode No.		
A maximum of 25 songs/discs (PRIORITY songs/discs) can be set for inserting at the beginning of a reserved song.	C4: FIX ON SPECIAL NUMBER & CREDIT	4	20	PRIORITY NUMBERS
A maximum of 25 songs (PREMIUM songs) can be specified for a multiple according to the 4-80 rate that of normal charge.			30	PREMIUM NUMBERS
A maximum of 25 songs (HIT MAKER songs) can be specified for a charge half that of normal charge.			40	HIT MAKER NUMBERS
A maximum of 54 discs can be specified to be played as background music when no song is reserved. How to set The initial display shows a blinking number if data was previously input, and "----" for initial input ("–00" will be displayed for 4-50 only). Input the desired song/disc number. If you input incorrect data, the system beeps twice and returns to the previous display. To specify data, press the BEST HITS key. The system beeps once to confirm the setting, and the display stops blinking and remains lit. To specify other data, go to the next pattern using the ROTATE MENU and [6] keys, and perform the same procedure. To return to the previous pattern, use the ROTATE MENU and [4] keys. To delete data, press the CLEAR key.			50	B.G.M. DISCS
Selects the songs for automatic playback. Can specify songs for AUTO PLAY in the order of selection made from the top 20. The default setting is the songs from the 6th to 10th places. Can specify songs for RANDOM AUTO PLAY by selecting all songs from the top 20, except the songs ranging from the 1st place to a specified place. The default setting is the songs from the 1st to 20th places. How to set For 4-61, use the numeric keys to input a 4-digit number by specifying the higher order in the first two digits of the SELECTION PLAYING indicator, and the lower order in the last two digits. To set the data, press the BEST HITS key. The item 4-62 uses only the last two digits. Input data in the same manner as with 4-61.			61 62	AUTO PLAY NUMBER

Service mode function	Submode No.	Function mode No.		
Sets the charge for a single song (charge). How to set This display consists of two levels. In this mode, the initial display, as shown in the figure below will appear.  The 1st display shows a blinking "$" symbol followed by a blinking "0.00." Input the desired charge ($0.25, $0.50, $0.75, $1 to $5). Input data will blink until it is set. After setting, the data blinks for 2 seconds, then the system proceeds to the 2nd display. On the 2nd display, input the number of songs to be played back for the coins/bills input. If you input incorrect data, the system beeps twice. To specify data, press the BEST HITS key. The system beeps once to confirm the setting. After blinking for 2 seconds, the data remains lit, because the 2nd display is the *last* level. If an overlapped amount of charge is input, the older (previous) data will be deleted to prevent overlapped data. If "$0.00" is input or the CLEAR key is pressed, both the amount of charge and the number of times of playback on the display will be deleted. To specify other data, go to the next pattern using the ROTATE MENU and [6] keys and perform the same procedure. To return to the previous pattern, use the ROTATE MENU and [4] keys.	C4: FIXON SPECIAL NUMBER & CREDIT	4	70	CREDIT RATE
Sets the number of times (2 to 5) that normal charge should be specified for the PREMIUM songs. How to set The initial display shows a blinking number if data was previously input, and "2" for initial input. Input a desired number (2 to 5). If you input incorrect data, the system beeps twice and returns to the previous display. To specify data, press the BEST HITS key. The system then beeps once to confirm the setting, and the display stops blinking and remains lit.			80	PREMIUM NUMBER RATE

Service mode function	Submode No.	Function mode No.		
Amount of coins specified for standard.	C4: FIX ON SPECIAL NUMBER & CREDIT	4	91	COIN VALUE
Ch.1 value Ch.2 value Ch.3 value Ch.4 value Ch.5 value Ch.6 value			92 93 94 95 96 97	

Sets the number of times (0 to 100) that standard coin value should be specified for the coin of each channel of the coin acceptor.

How to set
The coin acceptor of this CD Jukebox is designed to recognize and use only 25-cent coins. The NRI coin acceptor, which is capable of recognizing six types of coins, can also be used.
First, set the amount of coins ($0.25, 0.50, 0.75, 1 to 5) that is specified as standard in 4-91. This value should be the minimum amount of the coins to be used, and should be one to an integer of the amount of other coins. Input an integer (0 to 100) that expresses the coins specified in 4-92 to 97, and this will then display multiplication of the standard coin value. Inputting a "0" will disable that channel.
Default is set with American denomination coins (dollars and cents). Channel 4 accepts 25 cents (standard coin).
Default → Channel 4 Standard coin 25 cents

Channel	ch.1	ch.2	ch.3	ch.4	ch.5	ch.6
Coin value	0	0	0	1	0	0

(Example)
To assign 25 cents (standard coin) to Channel 4, 50 cents to Channel 1, and 1 dollar to Channel 2, set the coin values as follows:

Channel	ch.1	ch.2	ch.3	ch.4	ch.5	ch.6
Coin value	2	4	0	1	0	0

Display will show as follows:
4-91

$	0.	0	0

4-92 to 97

	0	0	0

With 4-91, a blinking "$" symbol is displayed in the first digit followed by a blinking "0.0." With 4-92, the display shows a blinking "_000." Input the desired data. If you input incorrect data, the system beeps twice and returns to the previous display.
To specify data, press the BEST HITS key. The system beeps once to confirm the setting, and the display stops blinking and remains lit.
To specify other data, go to the next pattern using the ROTATE MENU and [8] keys, and repeat the same procedure. To return to the previous pattern, use the ROTATE MENU and [4] keys.

Service mode function	Submode No.	Function mode No.		
A maximum of 10 patterns of the HAPPY HOUR schedule can be specified. The charge will be half that of the normal charge during HAPPY HOUR. The HIT MAKER songs will also remain half that of normal charge.	C5: FIX ON TIME AND SCHEDULE	5	10	HAPPY HOUR SCHEDULE
A maximum of 10 patterns of the AUTO PLAY schedule can be specified. The specified songs will be played back automatically when no song is selected.			20	AUTO PLAY SCHEDULE
A maximum of 10 patterns of the FREE PLAY schedule can be specified. Songs can be selected free of charge during FREE PLAY and, at that time, the SELECTION REMAINING indicator displays "FP."			30	FREE PLAY SCHEDULE
A maximum of 10 patterns of the DATA RETRIEVAL schedule can be specified. Data retrieval schedule can only be performed using a modem. Continuous access is possible when connected to a computer. During the DATA RETRIEVAL schedule, data will be automatically transferred to the computer. The day and time to start and end these functions can be specified. How to set These mode displays consist of four levels. The first display shows the day to start the schedule, and the second shows the time to start the schedule. The third display shows the day to terminate the schedule, and the fourth shows the time to terminate the schedule. Use the numeric keys to input a number from 0 to 9 for the 1st and 3rd displays, and a 4-digit number for the 2nd and 4th displays. For the 1st and 3rd displays, the numeric keys correspond as follows: Key / Display 0 SUN (Sunday) 1 MON (Monday) 2 TUE (Tuesday) 3 WED (Wednesday) 4 THU (Thursday) 5 FRI (Friday) 6 SAT (Saturday) 7 ED (every day) 8 WD (Monday through Friday) 9 MtS (Monday through Saturday) The setting can be changed freely until it is specified. If you input incorrect data, the system beeps twice and returns to the previous display. With the 2nd and 4th displays, the first two digits expresses hours and the last two digits expresses minutes. Input the desired time in a 24-hour system. If you input incorrect data (other than 0 to 6), the system beeps twice and returns to the previous display. To specify data, press the BEST HITS key. The system beeps once, the display stops blinking after 2 seconds, and the system changes to the next item. However, the data remains lit in the last display. To clear data, press the CLEAR key. (Example) Saturday PM 11:30 to Sunday AM 1:00 1 [ ][S][A][T] → 2 [2][3.][3][0] 3 [ ][S][U][N.] → 4 [0][1.][0][0]		40	DATA RETRIEVAL SCHEDULE

Service mode function	Submode No.	Function mode No.		
Cancels the Skip mode after skipping the specified number of tracks (0 to 99). Inputting "0" will not cancel the Skip mode. The default setting is "0."	C5: FIX ON TIME AND SCHEDULE	5	51	TIME OR INTERVAL −1
Specifies the number of times a song will be canceled (0 to 99) before it is disabled. Inputting "0" will not disable a song once. The default setting is "0."			52	
Sets intervals of AUTO PLAY in units of one minute (0 to 99). The default setting is "5." How to set Specify the number of times required in the last two digits by using the numeric keys. To specify data, press the BEST HITS key. The system beeps once, and the display stops blinking and remains lit.			53	
Limits playback time in units of one minute (0 to 15). Inputting "0" does not limit playback time. The default setting is "0."			61	TIME OR INTERVAL −2
Specifies the intervals of the menu rotator in units of one minute (0 to 15). The default setting is "1." How to set Input a value between 0 and 15. If you input incorrect data, the system beeps twice and returns to the previous display. To specify data, press the BEST HITS key. The system beeps once, and the display stops blinking and remains lit.			62	
Displays the year.			71	CALENDER CLOCK
Displays the month (numerically).			72	
Displays the day (numerically).			73	
Displays the hours.			74	
Displays the minutes.			75	
Displays the day (Mon, Tues, etc.). How to set With 5-71, the last two digits blink and wait for entry. With 5-72 and 5-73, first the upper two digits blink and wait for entry. After setting the data for the upper two digits, the last two digits will blink and wait for entry. Input data for 5-74 and 5-75 in the same manner. For 5-76, input a corresponding number (0 to 9) for the data (see 5-10). To specify data, press the BEST HITS key. The system beeps once, and the display stops blinking and remains lit. To specify other data, go to the next item using the ROTATE MENU and [6] keys, and repeat the same procedure. To return to the previous item, use the ROTATE MENU and [4] keys.			76	

Service mode function	Submode No.	Function mode No.		
Specify a password for entering the Service mode, within a range from 0000 to 9999. The default setting is "0000." Specify a password for selecting songs with priority, within a range from 0000 to 9999. The default setting is "0000." How to set Input a 4-digit value using the numeric keys. To specify data, press the BEST HITS key. The system beeps once, and the display stops blinking and remains lit.	C6: FIX ON OTHER DATA	6	11 12	PASS-WORD
Specifies the number of songs of a disc that are to be played continuously. This function does not work if songs are not selected from other discs. The default setting is "2." How to set Input a value within a range from 2 to 10. If you input incorrect data, the system beeps twice and returns to the previous display. To specify data, press the BEST HITS key. The system beeps once, and the display stops blinking and remains lit.			20	SAME DISC CONTINU-OUS PLAY
Specifies the sound volume for the B.G.M. mode on six levels. How to set Input a value from 0 to 5 (see the table below). As is shown below, the larger the value, the smaller the sound volume will be. Value / State 0 Normal 1 Decrease the sound volume by 4 dB. 2 Decrease the sound volume by 8 dB. 3 Decrease the sound volume by 12 dB. 4 Decrease the sound volume by 16 dB. 5 Decrease the sound volume by 20 dB.			30	B.G.M. VOLUME
The inputting of the ID number consists of four display levels. 1. Location number (first three digits) 2. Location number (last three digits) 3. Serial number (first two digits) 4. Serial number (last three digits) The default setting is 000000-00000. How to set Input the required value in blinking digits. To specify data, press the BEST HITS key. The system beeps once, and the display stops blinking but remains lit. To delete an incorrect input, press the CLEAR key. To specify other data, go to the next display using the ROTATE MENU and [6] keys, and perform the same procedure. To return to the previous display, use the ROTATE MENU and [4] keys.			40	ID NUMBER
Selects the front panel indicating the charges. Two panels are available for selection. How to set Input either 0 or 1. 0 ··· The panel indicating $1, $2, and $5. 1 ··· The panel indicating $0.25, $1, and $5. Default is "0."			50	FRONT PANEL SELECTION

Service mode function	Submode No.	Function mode No.		
Deletes all data of PLAYBACK AUDIT 1 to 3 (1-11 to 1-38).	C7: CLEAR DATA	7	11	AUDITS (counting after previous reset)
Deletes all data of CASH AUDIT (1-40 to 1-49).			12	
Deletes all data relating to the disc.			20	DISC INFORMATION
Deletes song selection.			30	SELECTION INFORMATION
Deletes the number of times errors have been recorded.			40	ERROR HISTORY
Deletes data of the charge for a single song.			50	CREDIT
Deletes LOCK OUT songs.			61	SPECIAL NUMBER
Deletes PRIORITY songs.			62	
Deletes PREMIUM songs.			63	
Deletes HIT MAKER songs.			64	
Deletes BGM disc.			65	
Deletes all the data of 7-11, 7-12, 20 and 30 at the same time.			70	FOR OPERATOR
Deletes all the data of 7-40 and 7-20 at the same time. How to set "CL." lights in the upper two digits, and the item to be deleted (Function mode) blinks in the last two digits. To specify data, press the BEST HITS key. The system beeps once, the display stops blinking, but remains lit to indicate that the data has been deleted.			80	FOR REPAIR MAN

Service mode function	Submode No.	Function mode No.		
Specifies how many times the aging cycle should be repeated. How to set " " lights in the upper two digits. Input a number from 1 to 99 into the last two digits. To specify data, press the BEST HITS key. The system beeps once, the display stops blinking and remains lit.	C8: AGING	8	10	AGING CYCLE TIME
Plays back 30 seconds of the first song on each of the total number of discs.			20	AGING (A)
Plays back 30 seconds of the first and the last songs on each of the total number of discs.			30	AGING (B)
Plays back all songs of all discs. How to set In this mode, either "AP-A," "AP-B" or "AP-C" blinks during standby. Aging will start by pressing the BEST HIT key and closing the MAIN UNIT DOOR. During aging, the display alternately shows the song number being played back and either "AP-A," "AP-B" or "AP-C." Aging will be interrupted, and the system returns to the standby mode by pressing the CLEAR key during the aging mode.			40	AGING (C)

Service mode function	Submode No.	Function mode No.		
Lights up all LEDs of the OPERATION SECTION (except illuminations).	C9: TEST	9	10	L.E.D. ALL LIGHTING
Reads and displays the data of the switches on the commander.			20	FUNCTION SW. READING
Checks if all LEDs of OPERATION SECTION (except illuminations) light properly.			30	L.E.D. LIGHTING CHECK

CLEAR key

With the submodes 4, 5 and 6 for setting data and the mode 2-60 (PLAY TIME BY MANUAL), input data can be deleted before the final setting (press the BEST HIT key) by pressing the CLEAR key.
The submodes 4-10, 5-10, 20, 30 and 40 related to the schedule, and the mode 4-70 (CREDIT RATE), are different.
Data structure of these modes is as follows:

Data	Pattern 1
	Pattern 2
	Pattern 3
	Pattern 4

For example, assume that the above is the set data of HAPPY HOUR, and you want to delete the second data (Pattern 2). First, display Pattern 2 and press the CLEAR key. Data of Pattern 2 will then be deleted, and the subsequent Patterns will move up as follows:

Data	Pattern 1
	Pattern 3
	Pattern 4
	Pattern 5

ERROR CODE

Item	Error code	Option	Description
CASH	00	——	Trouble with coin channnel 1 acceptance*
	01	——	Trouble with coin channnel 2 acceptance*
	02	——	Trouble with coin channnel 3 acceptance*
	03	——	Trouble with coin channnel 4 acceptance*
	04	——	Trouble with coin channnel 5 acceptance*
	05	——	Trouble with coin channnel 6 acceptance*
	06	——	Trouble with $1 bill acceptance*
	07	——	Trouble with $5 bill acceptance*
PLAYER	20	Player number	Command break
	21	Disc number	Search timeout
	22	Disc number	Defocus
	23	Disc number	No disc
	24	Disc number	Trouble with setup
	25	Disc number	Impossible to return
	26	Disc number	Trouble with disc select
	27	Disc number	The select mechanism cannot return
COMMU-NICATION with CDP	40	Player number	Disabled communication
	41	Player number	Unknown code returned from the player.
	42	Player number	The player did not recognize the command.
	43	——	Undefined DRT line
	60	——	Undefined FUNCTION switch
	80	——	The menu did not rotate within 10 seconds.

* Input time of signal (bill) is too long.

Other

- Error code 00 - 99 Up to 100 codes
- Option number

CD player number:
11 ~ 36 for the first CD player
41 ~ 66 for the second CD player
71 ~ 96 for the third CD player

Disc number: the upper two digits when entered.
(Examples)
96: the lowest disc in the third CD player
11: the uppermost disc in the first CD player

Data can be uploaded/downloaded by using a personal computer. See "Data Retrieval" for more details.

AFTER SETTING OF THE SERVICE MODE

After setting of the Service mode is completed, confirm that the system operates correctly. Perform the following operations after TOC initialization:

1. Set the HIGH POWER VOLUME and LOW POWER VOLUME knobs to the MIN side.
2. Press the VOLUME (+) key of the remote control unit to set to −00 dB.
3. Put coins or bills.
   - Check coins/bills.
4. Select songs after the TOC initialization.
   - Check the song selection function.
5. Adjust the VOLUME knob to the maximum sound level within the range of use.
6. Adjust tone by using the TONE CONTROL knob.
7. Check that the menu is correctly set for the disc. Confirm the data by using the data operated for checking.
8. Clear the data to delete the checking data.
   - See "C6" of the Service mode.
9. Close the door.

HOW TO RETRIVE DATA

1. Interface

An asynchronous serial format is employed as the communication interface. The details are as follows.

1-1. Format

1-1-1. Connector Pins

Pins are 9-pin D-SUB. The pin functions are explained below.

Pin No.	Name	Function	Signal Level
1	GND	Signal ground	
2	TXD	Transmitted data	RS-232C
3	RXD	Received data	RS-232C
4	DTR	Data terminal ready	RS-232C
5	CTS	Clear to send	RS-232C
6	RTS	Request to send	RS-232C
7	GND	Frame ground	
8	DSR	Data set ready	RS-232C
9	N.C.	Not connected	RS-232C

1-1-2. Signal Level

The signal level conforms to RS-232C standards.

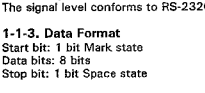
1-1-3. Data Format

Start bit: 1 bit Mark state
Data bits: 8 bits
Stop bit: 1 bit Space state

1-1-4. Transmission Speed

Can select either 2400 bps or 1200 bps by "BAUD RATE: 7" of the FUNCTION switch on the commander inside the MAIN UNIT DOOR.

1-2. Communications Protocol



The basic procedure takes the form of first transmitting a command from the computer to the CJ-V99/CJ-V77. A response to this command is then transmitted from the CJ-V99/CJ-V77 to the computer in the proper form.
The CJ-V99/CJ-V77 is ready to be accessed by the computer if the menu door is open and the player is completely stopped. However, commands for transmitting data cannot be unconditionally processed. First, the password is checked and the next command is processed in accordance with the result. An error code is returned if the password is incorrect. Then, an error code is returned to summarize processing for the next command.
To terminate transmission, input the password again. Data can be released or closed by inputting the password.

2. Command and Exchanges

The ASCII codes are the characters used for communication. The command characters stand for the letters of the alphabet and allow distinction between uppercase and lowercase letters. Prefixed numeric characters define arguments, and suffixed numeric characters define data. Commands must be accompanied arguments. Data may be accompanied or not accompanied by commands.
A command and an argument, or a command and data must not have a space or other additional character codes inserted between them.
The CR (ODh) code is used as the character terminator. This code must always be inserted at the end of a string of command characters. The CJ-V99/CJ-V77 does not interpret any of the codes input before this character terminator, and the codes are not transmitted no matter how many are input. Additionally, input of the character terminator code only will result in no codes being transmitted. The command buffer can hold up to 200 characters. However, commands must be input one type at a time. If different types of commands are entered in succession, only the first command will be recognized, and the other commands will be ignored. Additionally, if a command accompanies a data code at this point, error processing will result from the continuation of commands because alphabetic characters exist in an area reserved for numeric characters.
The completion code and the error code are provided as status codes for commands. The completion code is :(3Ah). This code is transmitted when the last instruction has been completed. The error code is Exx (xx denotes a two-digit number), and the error type is indicated by the numeric value of "xx". CR (ODh) is also used for the character terminator of the status.

2-1. Commands

The commands consist of the following four types.
1. Input command I
2. Request command R
3. Clear command C
4. Set command S

Format:
argument I data CR·····See note 1.
argument RCR
argument CCR
argument S data CR

Note 1:
CR denotes the carriage return code (ODh).
Argument:
The object of the command is specified by the argument. Arguments include the numbers 1 through 128. However, the upper limit of arguments for commands is less than 128. There are not 128 commands at the present time. The numbers through 128 are provided for future additions.
Data:
Data consists of values to be input or set in accordance with a command. All data codes are numbers.

2-1-1. Input Command I

The input command is used to input data to the CJ-V99/CJ-V77. This data is referenced by the CJ-V99/CJ-V77 without affecting the internal data of the CJ-V99/CJ-V77. This point distinguishes the input command from the set command, which is described later.

Argument	Function
1	Password check

Currently there is only one type of argument provided for input commands.

(1) Password check

Format: 1IxxxxCR

Input the password ("xxxx") using the format shown above. A password may be any number from 0000 to 9999. The password is then checked, and :(3Ah) immediately followed by CR is transmitted if the password is correct. Error code "E11CR" is transmitted if the password is incorrect. If the password is incorrect and other commands are then input, these commands will not be accepted and the "E10" error code will be transmitted. If the correct password is not entered by the third try, any other command, including password check, will cause the "E10" error code to be transmitted. The power of the unit must then be switched off and the password check procedure must be repeated from the beginning.
Input the password both at the beginning and termination of the password check, to complete the procedure.

2-1-2. Request Command R

The request command is used to determine the types of data stored in the CJ-V99/CJ-V77 or the status of the CJ-V99/CJ-V77. This command is not accompanied by a data code.

Argument	Function
1	Non-resettable playback audits reference
2	Non-resettable cash audits reference
3	Resettable playback audits reference
4	Resettable cash audits reference
5	Most popular song data reference
6	Most popular disc data reference
7	Error history reference
8	Number of times of cancellation by track skips data reference
9	ID No. reference
10	ROM version reference
11	Coin weight settings reference
12	Credit rates reference
13	Number of times of cancellation by track skips reference
14	Auto-play interval time setting reference
15	Function switches reference
16	Door open/close history reference
17	Power ON/OFF history reference
18	Number of songs selected in time band data reference
19	Number of times each song selected data reference
20	Total number of discs data reference

Argument	Function
21	Priority songs reference
22	LOCK OUT songs and schedule reference
23	PREMIUM songs reference
24	HIT MAKER songs reference
25	BGM disc reference
26	HAPPY HOUR schedule reference
27	AUTO PLAY schedule reference
28	FREE PLAY schedule reference
29	AUTO PLAY conditions reference
30	SAME DISC CONTINUOUS PLAY reference
31	Playback time limit reference
32	PREMIUM CREDIT RATE reference
33	BGM VOLUME reference
34	Selection password reference
35	Menu auto rotation intervals reference
36	Modem schedule reference

(1) Non-resettable playback audits

Format: 1RCR

The following data is contained in non-resettable playback audits.

① Number of songs selected using free-of-charge playback
② Number of songs selected using paid playback
③ Number of songs selected using normal song select
④ Number of songs selected using most popular song select
⑤ Number of songs selected using album song select
⑥ Number of PRIORITY songs selected using PAID PLAY.
⑦ Number of PREMIUM songs selected using PAID PLAY.
⑧ Number of HIT MAKER songs selected in PAID PLAY.
⑨ Number of HAPPY HOUR songs selected in PAID PLAY.
⑩ Number of songs repeated in PAID PLAY.

The data for an item is transmitted each time this command is input (transmission sequence is ① through ⑩). Each data item may have a maximum of ten digits, and can range from 0 through 4,294,967,295. The command must be input again to obtain the data for the next item because each data item is transmitted accompanied with a CR. Repeat this operation until :(3Ah) is transmitted with the data.

Example:

1RCR	123CR	Data item ①
1RCR	1CR	Data item ②
|	|	|
|	|	|
1RCR	456:CR	Data item ⑩

(2) Non-resettable cash audits

Format: 2RCR

The following data is contained in non-resettable cash audits.
① Total cash
② Total (coin channel 1)
③ Total (coin channel 2)
④ Total (coin channel 3)
⑤ Total (coin channel 4)
⑥ Total (coin channel 5)
⑦ Total (coin channel 6)
⑧ Total 1 $ bills
⑨ Total 5 $ bills
⑩ Total credits

The data for an item is transmitted each time this command is input (transmission sequence is ① through ⑩). Each data item may have a maximum of ten digits, and can range from 0 through 4,294,967,295. The command must be input again to obtain the data for the next item because each data item is transmitted accompanied with a CR. Repeat this operation until :(3Ah) is transmitted with the data.

Example:

2RCR	123CR	Data item ①
2RCR	1CR	Data item ②
⋮	⋮	⋮
2RCR	456:CR	Data item ⑩

(3) Resettable playback audits

Format: 3RCR

The following data is contained in resettable playback audits.
① Number of songs selected using free-of-charge playback
② Number of songs selected using paid playback
③ Number of songs selected using normal song select
④ Number of songs selected using most popular song select
⑤ Number of songs selected using album song select
⑥ Number of PRIORITY songs selected using PAID PLAY.
⑦ Number of PREMIUM songs selected using PAID PLAY.
⑧ Number of HIT MAKER songs selected in PAID PLAY.
⑨ Number of HAPPY HOUR songs selected in PAID PLAY.
⑩ Number of songs repeated in PAID PLAY.
⑪ The total number of times that the three CD Changers were activated by a song selection.
⑫ The number of times that the CD Changer 1 was activated by a song selection.
⑬ The number of times that the CD Changer 2 was activated by a song selection.
⑭ The number of times that the CD Changer 3 was activated by a song selection.
⑮ The total number of times that the three CD Changers were operated.
⑯ The number of times that the CD Changer 1 was operated.
⑰ The number of times that the CD Changer 2 was operated.
⑱ The number of times that the CD Changer 3 was operated.

The data for an item is transmitted each time this command is input (transmission sequence is ① through ⑱). Each data item may have a maximum of ten digits, and can range from 0 through 4,294,967,295. The command must be input again to obtain the data for the next item because each data item is transmitted accompanied with a CR. Repeat this operation until :(3Ah) is transmitted with the data.

Example:

3RCR	123CR	Data item ①
3RCR	1CR	Data item ②
⋮	⋮	⋮
3RCR	456:CR	Data item ⑱

(4) Resettable cash audits

Format: 4RCR

The following data is contained in resettable cash audits.
① Total cash
② Total (coin channel 1)
③ Total (coin channel 2)
④ Total (coin channel 3)
⑤ Total (coin channel 4)
⑥ Total (coin channel 5)
⑦ Total (coin channel 6)
⑧ Total 1 $ bills
⑨ Total 5 $ bills
⑩ Total credits

The data for an item is transmitted each time this command is input (transmission sequence is ① through ⑩). Each data item may have a maximum of ten digits, and can range from 0 through 4,294,967,295. The command must be input again to obtain the data for the next item because each data item is transmitted accompanied with a CR. Repeat this operation until :(3Ah) is transmitted with the data.

Example:

4RCR	123CR	Data item ①
4RCR	1CR	Data item ②
⋮	⋮	⋮
4RCR	456:CR	Data item ⑩

(5) Most popular song data

Format: 5RCR

Most popular song data includes data on the top 20 songs. The data for a top 20 hit song is transmitted each time this command is input (transmission sequence is No. 1 through No. 20). Therefore, the command must be input 20 times to obtain the data for the top 20 songs (until ":" (3Ah) is transmitted with the data).
The song number is indicated by the first four digits from the left. The number of times the song was selected is indicated by the following digits. The number of times the song was selected has a maximum of five digits, and can range from 0 through 65,535. Therefore, the data for a song consists of a minimum of five digits, and a maximum of nine digits.

Example:

5RCR	11011000CR	No. 1
5RCR	2210800CR	No. 2
5RCR	430610:CR	No. 20

There are 20 songs in this example, and the top song is song number 1101, which was selected 1,000 times. The 20th hit song is song number 4306, which was selected 10 times.

(6) Disc hit data

Format: 6RCR

Disc hit data includes data for a maximum of 54 discs. The data for a disc is transmitted each time this command is input (transmission sequence is No. 1 through No. 54). Therefore, the command must be input a maximum of 54 times to obtain the data for 54 discs (until ":" (3Ah) is transmitted with the data). However, only data for the number of discs actually loaded is transmitted.
The disc number is indicated by the first two digits from the left. The number of times the disc was selected is indicated by the following digits. The number of times the disc was selected has a maximum of five digits, and can range from 0 through 65,535. Therefore, the data for a disc consists of a minimum of three digits, and a maximum of seven digits.

Example:

6RCR	111000CR	No. 1
6RCR	22800CR	No. 2
6RCR	4310:CR	No. 54

There are 54 discs in this example, and the top disc is disc number 11, which was selected 1,000 times. The 54th disc is disc number 43, which was selected 10 times.

(7) Error history data

Format: 7RCR

Error history data includes data for a maximum of the twenty latest errors. The latest data for an error is transmitted each time this command is input (transmission sequence is error No. 1 through No. 20). Therefore, the command must be input a maximum of twenty times to obtain the data for the latest twenty errors (until ":" (3Ah) is transmitted with the data). However, only data for the number of errors actually recorded is transmitted.
The error code is indicated by the first two digits from the left. The two digits on the right show the option code for the error. The subsequent four digits represent the date when the error occurred. Whether an option code affixes will depend on the error code. If no option code affixes, only the error code and the date in six digits will be transmitted.

Refer to the error code table for the "How to use Service Mode" in the operating instructions.

Example:

7RCR	40010907CR	No. 1
7RCR	25020901CR	No. 2
7RCR	000801:CR	No. 10

There are ten errors in this example, and the latest error is error code 40, option 01. This code and option means that operation of player no. 1 was unreliable. The error occurred on September 7. The tenth previous error had an error code of "00". This indicates that there was a problem in the coin slot. The error occurred on August 1.

(8) Number of times of cancellation by track skips data

Format: 8RCR

Number of times of cancellation by track skips data includes data for a maximum of 54 discs. The data for a disc is transmitted each time this command is input (transmission sequence is most often cancelled disc through least often cancelled disc). Therefore, the command must be input a maximum of 54 times to obtain the data for 54 discs (until ":" (3Ah) is transmitted with the data). However, only the number of discs actually cancelled by track skip is transmitted.
The disc number is indicated by the first two digits from the left. The number of times the disc was cancelled is indicated by the following digits. The number of times the disc was cancelled has a maximum of three digits, and can range from 0 through 255. Therefore, the data for a disc consists of a minimum of three digits, and a maximum of five digits.

Example:

8RCR	1110CR	No. 1
8RCR	218CR	No. 2
|	|	|
|	|	|
8RCR	432:CR	No. 5

There were five discs cancelled in this example, and the disc most often cancelled was disc no. 11, which was cancelled ten times. The fifth most cancelled disc was disc no. 43, which was cancelled twice.

(9) ID No.

Format: 9RCR

The 11-digit ID No. is transmitted.

Example:
9RCR 12345678912:CR

The currently registered ID No. is 12345678912.

(10) ROM version

Format: 10RCR

The software version stored in ROM is transmitted as a 2-digit number.

Example:
10RCR 11:CR

The version loaded in ROM is 1.1.

(11) Coin weight settings

Format: 11RCR

The amount of the standard coin is indicated in three digits in units of cents. After this, set data for the six types of coins will be transmitted in 18 digits (3 digits each) in the sequence of CH1 coin, CH2 coin, CH3 coin, CH4 coin, Ch5 coin and Ch6 coin. Each set value is indicated in a multiple of an integer of the standard amount. An indication of "000" means that the channel is not used.

Example:
11RCR 025004020000001000000:CR

In the above example, the standard amount is 25 cents. CH1 is set to $1, CH2 to $5, Ch3 is not used, Ch4 is set to 25 cents, and CH5 and CH6 are not used.

(12) Credit rates

Format: 12RCR

The amount is indicated in three digits. The number of credits to the amount is indicated in two digits for five patterns, thus 25 digits in total. The first digit of the amount represents the dollar amount and the last two digits represent cents. An item for which no data is set will not be indicated.

Example:
12RCR 100032000750018 :CR

In the above example, three patterns are set: $1 for 3 credits, $2 for 7 credits, and $5 for 18 credits.

(13) Number of times of cancellation by track skips

Format: 13RCR

The set skip counts and the counts until skipping is disabled by cancellation are transmitted in a 4-digit number.

Example:
13RCR 1002:CR

In the above example, the skip counts until cancellation is set to 10, and the number of cancellation times is set to 2.

(14) Auto-play interval time

Format: 14RCR

The setting for auto-play interval time is transmitted as a 2-digit number.

Example:
14RCR 10:CR

The auto-play interval time is set at 10 minutes in this example.

(15) Function switches

Format: 15RCR

The function switch settings are transmitted (transmission sequence is function switch no. 1 through no. 8). Zero ("0") indicates that the switch is OFF, while "1" indicates that the switch is ON.

Example:
15RCR 01100100:CR

In the above example, the FUNCTION switches are set to PAID PLAY, minimum playback, SAME DISC CONTINUOUS PLAY disabled, album selection disabled, AUTO PLAY disabled, BEST HITS AUTO PLAY, and 2400 bps for the RS-232C communications rate.

(16) Door open/close history

Format: 16RCR

The CJ-V99/CJ-V77 maintains a record of the last 32 times the door was opened and closed. A 20-digit number is transmitted each time this command is input (transmission sequence is year, month, day, hour, and minute for door opening, followed by year, month, day, hour, and minute for door closing). The year, month, day, hour, and minute are indicated in 2-digit increments. All data is sent by repeating this command until the :(3Ah) code is transmitted with the data.

Example:

16RCR	90091510009009151020
	:CR

This example indicates that the door was opened at 10:00 a.m. on September 15, 1990, and closed at 10:20 a.m. on September 15, 1990.

(17) Power ON/OFF history

Format: 17RCR

The CJ-V99/CJ-V77 maintains a record of the last 32 times power was switched ON and OFF. A 20-digit number is transmitted each time this command is input (transmission sequence is year, month, day, hour, and minute for power ON, followed by year, month, day, hour, and minute for power OFF). The year, month, day, hour, and minute are indicated in 2-digit increments. All data is sent by repeating this command until the :(3Ah) code is transmitted with the data.

Example:

17RCR	90091510009009152220
	CR
17RCR	90091610109009170010
	CR
⋮	⋮
17RCR	90101509509010152340
	:CR

This example indicates that the power was first switched ON at 10:00 a.m. on September 15, 1990, and switched OFF at 10:20 p.m. on September 15, 1990. Power was last switched ON at 9:50 a.m. on October 15, 1990, and switched OFF at 11:40 p.m. on October 15, 1990.
The power ON/OFF history also records momentary power outages.

(18) Number of songs selected in time band data

Format: 18RCR

The CJ-V99/CJ-V77 maintains a record of the number of songs selected in each hourly time band for the last 32 days. A 78-digit number is transmitted each time this command is input (transmission sequence is year, month, and day in two-digit increments, followed by the number of songs selected each hour, in three-digit increments). The number of songs selected in each time band is fixed at three digits, and can range from 000 through 255. The time bands are transmitted in the sequence of 0:00 a.m. through 11:00 p.m. All data is sent by repeating this command until the :(3Ah) code is transmitted with the data.

Example:

18RCR	901001000000000000
	000000000000000000
	010011012013014015
	016017018019020021
	022023CR
⋮	⋮
18RCR	901030000000000000
	000000000000000000
	011012013014015016
	011012013014015016
	011012:CR

This example indicates the number of songs selected in each hourly time band for the days October 1 through October 30, 1990. The distribution of songs selected by hourly time band for October 1, 1990 and October 30, 1990 is shown in the following table.

October 1, 1990 No. of Songs Selected	Time Band	October 30, 1990 No. of Songs Selected
0	0:00 a.m. - 9:59 a.m.	0
10	10:00 a.m. - 10:59 a.m.	11
11	11:00 a.m. - 11:59 a.m.	12
12	12:00 p.m. - 12:59 p.m.	13
13	1:00 p.m. - 1:59 p.m.	14
14	2:00 p.m. - 2:59 p.m.	15
15	3:00 p.m. - 3:59 p.m.	16
16	4:00 p.m. - 4:59 p.m.	11
17	5:00 p.m. - 5:59 p.m.	12
18	6:00 p.m. - 6:59 p.m.	13
19	7:00 p.m. - 7:59 p.m.	14
20	8:00 p.m. - 8:59 p.m.	15
21	9:00 p.m. - 9:59 p.m.	16
22	10:00 p.m. - 10:59 p.m.	11
23	11:00 p.m. - 11:59 p.m.	12

(19) Number of times each song was selected data

Format: 19RCR

The number of times each song was selected is transmitted. The number of times that songs were selected is transmitted each time this command is input (transmission sequence is lowest song number to highest song number beginning with disc no. 1 of changer 1). The song number is indicated by the first four digits from the left. The number of times the song was selected is represented by the following digits (maximum of five digits). The song number and the number of times that it was selected can total a maximum of 9 digits. The number of times a song was selected can range from 0 through 65,535. All data is sent by repeating this command until the :(3Ah) code is transmitted with the data.

Example:

```
19RCR          110110CR
19RCR          11021CR
  |              |
  |              |
19RCR          961520:CR
```

This example indicates that song number 1101 was selected ten times, song number 1102 was selected once, and song number 9615 was selected 20 times.

(20) Total number of discs

Format: 20RCR

The number of discs loaded in the CJ-V99/CJ-V77 is transmitted. The number of discs can range from 0 through 54.

Example 1: 20RCR 5:CR
Example 2: 20RCR 18:CR

Five discs are loaded in the CJ-V99/CJ-V77 in example 1, while 18 discs are loaded in example 2.

(21) Priority songs

Format: 21RCR

The songs currently set as priority songs are transmitted. Four-digit song selection numbers for as many as twenty-five songs can be transmitted. Therefore, a 100-digit number is the largest number that is transmitted.

Example:

```
21RCR          11011203220455019612
               32114610321011028101
               :CR
```

Song numbers 1101, 1203, 2204, 5501, 9612, 3211, 4610, 3210, 1102, and 8101 are set as the ten priority songs in this example.

(22) Lockout songs

Format: 22RCR

The songs currently set as lockout songs are transmitted. Four-digit song selection numbers for as many as ten songs can be transmitted. Therefore, a 14-digit number is the largest number that is transmitted. If no schedule is input, only the song number in 4 digits will be transmitted. The 10-digit schedule consists of: the starting day in the first digit followed by four digits showing the starting time; the next digit represents the ending day followed by four digits showing the ending time. Data can be set for a maximum of 25 songs.

Example:

```
22RCR          11011100011200CR
               12031100011200:CR
```

In the above example, song numbers 1101 and 1203 are disabled from Monday 10:00 until 12:00.

(23) PREMIUM songs

Format: 21RCR

Transmits currently set PREMIUM songs. A song number consists of four digits, and a maximum of 25 songs can be sent. Consequently, a maximum of 100 digits may be transmitted.

Example:

```
23RCR          11011203220455019612
               32114610321011028101
               :CR
```

In the above example, song numbers 1101, 1203, 2204, 5501, 9612, 3211, 4610, 3210, 1102 and 8101 (10 songs) are set as PREMIUM songs.

(24) HIT MAKER songs

Format: 24RCR

Transmits currently set HIT MAKER songs. A song number consists of four digits, and a maximum of 25 songs can be sent. Consequently, a maximum of 100 digits may be transmitted.

Example:

```
24RCR          11011203220455019612
               32114610321011028101
               :CR
```

In the above example, song numbers 1101, 1203, 2204, 5501, 9612, 3211, 4610, 3210, 1102 and 8101 (10 songs) are set as HIT MAKER songs.

(25) BGM discs

Format: 25RCR

Transmits currently set BGM discs. A disc number consists of two digits, and a maximum of 54 discs can be sent. Consequently, a maximum of 108 digits may be transmitted.

Example:

```
25RCR          111213141516:CR
```

In the above example, six disc numbers 11, 12, 13, 14, 15 and 16 (i.e. the first magazine of CD Changer 1) are set as BGM discs.

(26) HAPPY HOUR schedule

Format: 26RCR

Transmits the currently set HAPPY HOUR schedule. A schedule consists of 10 digits, and a maximum of 10 patterns can be sent. Consequently, a maximum of 100 digits may be transmitted.

Example:

```
26RCR       1100011200
            2100021200
            3100031200:CR
```

In the above example, three patterns are set: Monday 10:00 to 12:00, Tuesday 10:00 to 12:00, and Wednesday 10:00 to 12:00.

(27) AUTO PLAY schedule

Format: 27RCR

Transmits the currently set AUTO PLAY schedule. A schedule consists of 10 digits, and a maximum of 10 patterns can be sent. Consequently, a maximum of 100 digits may be transmitted.

Example:

```
27RCR       1100011200
            2100021200
            3100031200:CR
```

In the above example, three patterns are set: Monday 10:00 to 12:00, Tuesday 10:00 to 12:00, and Wednesday 10:00 to 12:00.

(28) FREE PLAY schedule

Format: 28RCR

Transmits the currently set FREE PLAY schedule. A schedule consists of 10 digits, and a maximum of 10 patterns can be sent. Consequently, a maximum of 100 digits may be transmitted.

Example:

```
28RCR       1100011200
            2100021200
            3100031200:CR
```

In the above example, three patterns are set: Monday 10:00 to 12:00, Tuesday 10:00 to 12:00, and Wednesday 10:00 to 12:00.

(29) AUTO PLAY conditions

Format: 29RCR

Transmits the currently set conditions for AUTO PLAY. The first two digits show the number of BEST HITS song to be eliminated from RANDOM AUTO PLAY. The subsequent four digits show the ranking of the BEST HITS song to be selected for BEST HIT AUTO PLAY.

Example:

```
29RCR       200620:CR
```

In the above example, songs from 1st to 20th are eliminated from the BEST HITS playback, and songs from 6th to 20th are selected for the BEST HITS AUTO PLAY.

(30) SAME DISC CONTINUOUS PLAY disabled

Format: 30RCR

Transmits the currently set number of disabled songs for SAME DISC CONTINUOUS PLAY. The value is expressed in two digits.

Example:

```
30RCR       05:CR
```

In the above example, five songs are disabled.

(31) Playback time limit

Format: 31RCR

Transmits the currently set time for playback limit, expressed in two digits.

Example:

```
31 RCR      03:CR
```

In the above example, the playback limit is 3 minutes.

(32) PREMIUM CREDIT RATE

Format: 32RCR

Transmits the currently set PREMIUM CREDIT RATE, expressed in two digits.

Example:

```
32RCR       03:CR
```

In the above example, the rate is three times that of normal playback.

(33) BGM VOLUME

Format: 33RCR

Transmits the currently set preset value for the sound volume during BGM disc playback. The value is expressed in two digits.

Example:

```
33RCR       03:CR
```

In the above example, the volume level is set to 3.
Level 0: Normal
Level 1: −4 dB
Level 2: −8 dB
Level 3: −12 dB
Level 4: −16 dB
Level 5: −20 dB

(34) Song selection password

Format: 34RCR

Transmits the currently set 4-digit password to be used when selecting songs.

Example:
34RCR 0101:CR

In the above example, the registered password is 0101.

(35) MENU INTERVAL TIME

Format: 35RCR

Transmits the currently set interval time for automatic menu rotation. The value is expressed in two digits (in units of minutes).

Example:
35RCR 02:CR

In the above example, the interval time is set to 2 minutes.

(36) Modem communication schedule

Format: 36RCR

Transmits the currently set modem communications schedule. A single schedule consists of 10 digits, and a maximum of 10 patterns can be sent. Consequently, a maximum of 100 digits may be transmitted.

Example:
36RCR 1100011200
2100021200
3100031200:CR

In the above example, three patterns are set: Monday 10:00 to 12:00, Tuesday 10:00 to 12:00, and Wednesday 10:00 to 12:00.

2-1-3. Clear Command C

The clear command is used to clear data stored or values set in the CJ-V99/CJ-V77. This command is not accompanied by a data code.

Argument	Function
1	All memory clear
2	Playback audits clear
3	Cash audits clear
4	Disc-related data clear
5	Error history clear
6	Credits clear
7	Selected song reservation clear
8	Door open/close history clear
9	Power ON/OFF history clear
10	Number of songs selected in time band data clear
11	Priority songs clear
12	Lockout songs clear
13	PREMIUM songs clear
14	HIT MAKER songs clear
15	BGM discs clear
16	HAPPY HOUR schedule clear
17	AUTO PLAY schedule clear
18	FREE PLAY schedule clear
19	User display clear
20	Modem communications schedule clear

(1) All memory clear

Format: 1CCR

This argument clears the same range of memory as the TOC INITIALIZE key does in the Service Mode.

Example:
1CCR :CR

Transmission of the :(3Ah) code signifies that the clear operation is complete.

(2) Playback audits

Format: 2CCR

This argument clears the area for resettable playback audits. The contents of resettable playback audits are cleared to "0" (see section 2-1-2, part (3) for details).

Example:
2CCR :CR

Transmission of the :(3Ah) code signifies that the clear operation is complete.

(3) Cash audits

Format: 3CCR

This argument clears the area for resettable cash audits. The contents of resettable cash audits are cleared to "0" (see section 2-1-2, part (4) for details).

Example:
3CCR :CR

Transmission of the :(3Ah) code signifies that the clear operation is complete.

(4) Disc-related data

Format: 4CCR

This argument clears most popular song data, most popular disc data, number of times of cancellation by track skips data, number of times each song selected data, and total number of discs data to "0" (see section 2-1-2, parts (5), (6), (8), (19) and (20) for details).

Example:
4CCR :CR

Transmission of the :(3Ah) code signifies that the clear operation is complete.

(5) Error history

Format: 5CCR

This argument clears the error history (see section 2-1-2, part (7) for details).

Example:
5CCR :CR

Transmission of the :(3Ah) code signifies that the clear operation is complete.

(6) Credits

Format: 6CCR

This argument clears the credits, which are issued when coins are inserted, to "0".

Example:
6CCR :CR

Transmission of the :(3Ah) code signifies that the clear operation is complete.

(7) Selected song reservation

Format: 7CCR

This argument clears the reservation of songs selected.

Example:
7CCR :CR

Transmission of the :(3Ah) code signifies that the clear operation is complete.

(8) Door open/close history

Format: 8CCR

This argument clears the door open/close history (see section 2-1-2, part (16) for details).

Example:
8CCR :CR

Transmission of the :(3Ah) code signifies that the clear operation is complete.

(9) Power ON/OFF history

Format: 9CCR

This argument clears the power ON/OFF history (see section 2-1-2, part (17) for details).

Example:
9CCR :CR

Transmission of the :(3Ah) code signifies that the clear operation is complete.

(10) Number of songs selected in time band data

Format: 10CCR

This argument clears the number of songs selected in time band data (see section 2-1-2, part (18) for details).

Example:
10CCR :CR

Transmission of the :(3Ah) code signifies that the clear operation is complete.

(11) Priority songs

Format: 11CCR

This argument clears the priority songs (see section 2-1-2, part (21) for details).

Example:
11CCR :CR

Transmission of the :(3Ah) code signifies that the clear operation is complete.

(12) Lockout songs

Format: 12CCR

This argument clears the lockout songs (see section 2-1-2, part (22) for details).

Example:
12CCR :CR

Transmission of the :(3Ah) code signifies that the clear operation is complete.

(13) PREMIUM songs

Format: 13CCR

Clears the PREMIUM songs described in 2-1-2 (23).

Example:
13CCR :CR

Informs that data clearance is completed by transmitting the :(3Ah) code.

(14) HIT MAKER songs

Format: 14CCR

Clears the HIT MAKER songs described in 2-1-2 (24).

Example:
14CCR :CR

Informs that data clearance is completed by transmitting the :(3Ah) code.

(15) BGM discs

Format: 15CCR

Clears the BGM discs described in 2-1-2 (25).

Example:
15CCR :CR

Informs that data clearance is completed by transmitting the :(3Ah) code.

(16) HAPPY HOUR schedule

Format: 16CCR

Clears the HAPPY HOUR schedule described in 2-1-2 (26).

Example:
16CCR :CR

Informs that data clearance is completed by transmitting the :(3Ah) code.

(17) AUTO PLAY schedule

Format: 17CCR

Clears the AUTO PLAY schedule described in 2-1-2 (27).

Example
17CCR :CR

Informs that data clearance is completed by transmitting the :(3Ah) code.

(18) FREE PLAY schedule

Format: 18CCR

Clears the FREE PLAY schedule described in 2-1-2 (28).

Example:
18CCR :CR

Informs that data clearance is completed by transmitting the :(3Ah) code.

(19) User display

Format: 19CCR

Clears the user display described in 2-1-4 (22).

Example:
19CCR :CR

Informs that data clearance is completed by transmitting the :(3Ah) code.

(20) Modem communications schedule

Format: 20CCR

Clears the user display described in 2-1-2 (36).

Example:
20CCR :CR

Informs that data clearance is completed by transmitting the :(3Ah) code.

2-1-4. Set Command S

The set command is used to set the data and setting values required for operation of the CJ-V99/CJ-V77. This command is accompanied by data. The number of digits for settings varies according to the command.

Argument	Function
1	Coin weight settings
2	Credit rates
3	Number of times of cancellation by track skips
4	Auto-play interval time setting
5	Password setting
6	ID No. setting
7	Priority songs
8	Lockout songs and schedule
9	PREMIUM songs setting
10	HIT MAKER songs setting
11	BGM discs setting
12	HAPPY HOUR schedule setting
13	AUTO PLAY schedule setting
14	FREE PLAY schedule setting
15	AUTO PLAY conditions setting
16	SAME DISC CONTINUOUS PLAY disabled setting
17	Playback time limit setting
18	PREMIUM CREDIT RATE setting
19	BGM VOLUME setting
20	Song selection password setting
21	Automatic menu rotation interval time setting
22	User display setting
23	Modem communications schedule setting

(1) Coin weight settings

Format: 1Sxxxx·····xxxCR

The standard coin amount is indicated in three digits in units of cents. After this, specify data for the six types of coins in 18 digits (3 digits each) in the sequence of CH1 coin, CH2 coin, CH3 coin, CH4 coin, Ch5 coin and Ch6 coin. Each set value is indicated in a multiple of an integer of the standard amount. An indication of "000" means that the channel is not used. Select a standard amount from 25 cents, 50 cents, 75 cents, 1 dollar, 2 dollars, 3 dollars, 4 dollars and 5 dollars.

Example:
1S025004020000001000000CR :CR

In the above example, the standard amount is 25 cents. CH1 is set to $1, CH2 to $5, Ch3 is not used, Ch4 is set to 25 cents, and CH5 and CH6 are not used.
Completion of the setting will be informed by transmitting the :(3Ah) code. If the setting is not valid, an error code will be displayed.

(2) Credit rates

Format: 2Sxxxxx ..... xxxxxCR

The amount is indicated in three digits. The number of credits to the amount is indicated in two digits for five patterns, thus 25 digits in total. The first digit of the amount represents dollar(s) and the latter two digits represents cents. Data should be specified either in dollar(s) or cents. For example, a setting of 1 dollar and 25 cents for 3 credits cannot be made. Input "00000" if you do not set a value.

Example:
2S100032000750018000000000 CR :CR

In the above example, three patterns are set: $1 for 3 credits, $2 for 7 credits, and $5 for 18 credits.
Completion of the setting will be informed by transmitting the :(3Ah) code. If the setting is not valid, an error code will be displayed.

(3) Number of times of cancellation by track skips

Format: 3SxxxxCR

Set the number of times of cancellation by track skips that will cause cancellation. The setting value can range from 0 through 99. If the number of times of cancellation by track skips are set to "0", cancellation is not performed using the skip count.
Input the value in four digits.

Example:
3S0505CR :CR

This example indicates that the number of times of cancellation by track skips was set to five. Transmission of the :(3Ah) code signifies that the setting is complete. An error code is returned if the setting cannot be effected. See the description for Submode 5, function mode 5 of the Manual Service Mode.

(4) Auto-play interval time

Format: 4SxxCR

Set the auto-play interval time to be used during auto-play. The setting value can range from 0 through 99 minutes. If the auto-play interval time is set to "0", auto-play will continue indefinitely without any time interval.

Example:
4S10CR :CR

This example indicates that the auto-play interval time was set to 10 minutes. Transmission of the :(3Ah) code signifies that the setting is complete. An error code is returned if the setting cannot be effected. See the description for Submode 6, function mode 5 of the Service Mode.

(5) Password

Format: 5SxxxxCR

Set the password with a 4-digit number ("xxxx") using the format shown above. The password can range from 0000 through 9999.

Example:
5S0123CR :CR

This example indicates that the password was set to 0123. Transmission of the :(3Ah) code signifies that the setting is complete. An error code is returned if the setting cannot be effected. See the description for Submode 6, function mode 1 of the Service Mode.

(6) ID No.

Format: 6SxxxxxxxxxxCR

Set the ID No. to an 11-digit number. The ID No. can range from 00000000000 through 99999999999.

Example:
6S00001234126CR :CR

This example indicates that the ID No. was set to 00001234126. Transmission of the :(3Ah) code signifies that the setting is complete. An error code is returned if the setting cannot be effected. See the description for Submode 6, function mode 4 of the Service Mode.

(7) Priority songs

Format: 7Sxxxxxxxx ..... xxxxCR

A maximum of twenty-five songs can be designated as priority songs by inputting their 4-digit song numbers in the format shown above. The 4-digit song numbers can range from 1100 through 9699. "00" cannot be input for the track number digits.

Example:
7S1101120345l0CR :CR

This example indicates that song numbers 1101, 1203, and 4510 are set as priority songs.
An error code is returned if the setting cannot be effected. See the description for Submode 4, function mode 2 of the Service Mode.

(8) Lockout songs

Format: 8Sxxxxxxxx ..... xxxxCR

A maximum of ten songs can be designated as lockout songs by inputting their 4-digit song numbers in the format shown above.
Input the starting date and time and the ending day and time for every single song. It is, therefore, necessary that the steps should be repeated individually for the entire number of songs. The data can be set in units of discs by inputting "00" in the digits for the track number. In such a case, a setting of schedule is not required. Simply inputting a 4-digit song number will unconditionally disable that song.

Example:
8S1101CR :CR
8S450171100071300CR :CR

In the above example, the song number 1101 is unconditionally disabled, and the song number 4501 will be disabled from 11:00 to 13:00 everyday.
Completion of the setting will be informed by transmitting the :(3Ah) code. If the setting is not valid, an error code will be displayed.

(9) PREMIUM songs

Format: 9Sxxxxxxxx ..... xxxxCR

A maximum of 25 songs, each in 4 digits, can be specified for PREMIUM songs. Input the 4-digit song number (1100 to 9699). The data can be set in units of discs by inputting "00" in the digits for the track number.

Example:
9S1101120345 10CR :CR

In the above example, the song numbers 1101, 1203 and 4510 are set as PREMIUM songs.
Completion of the setting will be informed by transmitting the :(3Ah) code. If the setting is not valid, an error code will be displayed.

(10) HIT MAKER songs

Format: 10Sxxxxxxxx ..... xxxxCR

A maximum of 25 songs, each in 4 digits, can be specified for HIT MAKER songs. Input the 4-digit song number (1100 to 9699). Data can be set in units of discs by inputting "00" in the digits for the track number.

Example:
10S1101120345 10CR :CR

In the above example, the song numbers 1101, 1203 and 4510 are set as HIT MAKER songs.
Completion of the setting will be informed by transmitting the :(3Ah) code. If the setting is not valid, an error code will be displayed.

(11) BGM discs

Format: 11Sxxxxxxxx ..... xxxxCR

A maximum of 54 discs, each in 2 digits, can be specified for BGM discs. Input the 2-digit disc number (11 to 96).

Example:
11S111245CR :CR

In the above example, the disc numbers 11, 12 and 45 are set as BGM discs.
Completion of the setting will be informed by transmitting the :(3Ah) code. If the setting is not valid, an error code will be displayed.

(12) HAPPY HOUR schedule

Format: 12Sxxxxx ..... xxxxxCR

A maximum of 10 patterns, each in 10 digits, can be specified for the HAPPY HOUR schedule. The 10-digit schedule consists of: the starting day in the first digit, followed by four digits showing the starting time; the next digit then represents the ending day and is followed by four digits showing the ending time. The numbers from 0 to 6 correspond to Sunday through Friday. A number 7 stands for everyday, 8 for Monday through Friday, and 9 for Monday through Saturday. Input hours in a 24-hour system.

Example:
12S1100011200210002 1200CR :CR

In the above example, Monday 10:00 to 12:00 and Tuesday 10:00 to 12:00 are set as HAPPY HOUR.
Completion of the setting will be informed by transmitting the :(3Ah) code. If the setting is not valid, an error code will be displayed.

(13) AUTO PLAY schedule

Format: 13Sxxxxx ..... xxxxxCR

A maximum of 10 patterns, each in 10 digits, can be specified for the AUTO PLAY schedule. The 10-digit schedule consists of: the starting day in the first digit, followed by four digits showing the starting time; the next digit then represents the ending day and is followed by four digits showing the ending time. The numbers from 0 to 6 correspond to Sunday through Friday. A number 7 stands for everyday, 8 for Monday through Friday, and 9 for Monday through Saturday. Input hours in a 24-hour system.

Example:
13S1100011200210002 1200CR :CR

In the above example, Monday 10:00 to 12:00 and Tuesday 10:00 to 12:00 are set as AUTO PLAY.
Completion of the setting will be informed by transmitting the :(3Ah) code. If the setting is not valid, an error code will be displayed.

(14) FREE PLAY schedule

Format: 14Sxxxxx ..... xxxxxCR

A maximum of 10 patterns, each in 10 digits, can be specified for the FREE PLAY schedule. The 10-digit schedule consists of: the starting day in the first digit, followed by four digits showing the starting time; the next digit then represents the ending day and is followed by four digits showing the ending time. The numbers from 0 to 6 correspond to Sunday through Friday. A number 7 stands for everyday, 8 for Monday through Friday, and 9 for Monday through Saturday. Input hours in a 24-hour system.

Example:
14S1100011200210002120OCR :CR

In the above example, Monday 10:00 to 12:00 and Tuesday 10:00 to 12:00 are set as FREE PLAY.
Completion of the setting will be informed by transmitting the :(3Ah) code. If the setting is not valid, an error code will be displayed.

(15) AUTO PLAY conditions

Format: 15SxxxxxxCR

Specify conditions for AUTO PLAY in a number of 6 digits. In the first 2 digits, specify the number of BEST HIT songs to be eliminated from RANDOM AUTO PLAY. In the subsequent 4 digits, specify the ranking of the BEST HIT songs to be selected for BEST HIT AUTO PLAY.

Example:
15S200620CR :CR

In the above example, songs from the 1st to 20th are eliminated from RANDOM AUTO playback, and songs from the 6th to 20th are selected for BEST HIT AUTO PLAY.
Completion of the setting will be informed by transmitting the :(3Ah) code. If the setting is not valid, an error code will be displayed.

(16) SAME DISC CONTINUOUS PLAY disabled

Format: 16SxxCR

Specify the number of songs disabled from SAME DISC CONTINUOUS PLAY in 2 digits.

Example:
16S05CR :CR

In the above example, five songs are disabled.
Completion of the setting will be informed by transmitting the :(3Ah) code. If the setting is not valid, an error code will be displayed.

(17) Playback time limit

Format: 17SxxCR

Specify the limit time for playback in 2 digits.

Example:
17S03CR :CR

In the above example, playback time is limited to 3 minutes.
Completion of the setting will be informed by transmitting the :(3Ah) code. If the setting is not valid, an error code will be displayed.

(18) PREMIUM CREDIT RATE

Format: 18SxxCR

Specify PREMIUM CREDIT RATE in 2 digits.

Example:
18S03CR :CR

In the above example, the rate is set at three times that of normal playback.
Completion of the setting will be informed by transmitting the :(3Ah) code. If the setting is not valid, an error code will be displayed.

(19) BGM VOLUME

Format: 19SxxCR

Specify the preset value for the sound volume during the BGM disc playback in 2 digits.

Example:
19S03CR :CR

In the above example, the volume level is set to 3. The following volume levels can be specified:
Level 0: Normal
Level 1: −4 dB
Level 2: −8 dB
Level 3: −12 dB
Level 4: −16 dB
Level 5: −20 dB
Completion of the setting will be informed by transmitting the :(3Ah) code. If the setting is not valid, an error code will be displayed.

(20) Song selection password

Format: 20SxxxxCR

Specify the password to be used when selecting songs in 4 digits ranging from 0000 to 9999.

Example:
20S0101CR :CR

In the above example, the registered password is 0101.
Completion of the setting will be informed by transmitting the :(3Ah) code. If the setting is not valid, an error code will be displayed.

(21) MENU INTERVAL TIME

Format: 21SxxCR

Specify the interval time for automatic menu rotation in 2 digits (in units of minutes).

Example:
21S02CR :CR

In the above example, the interval time is set to 2 minutes. Completion of the setting will be informed by transmitting the :(3Ah) code. If the setting is not valid, an error code will be displayed.

(22) User display

Format: 22Sxxxx ..... xxxxxCR

Register the user display in an ASCII code consisting of a maximum of 150 characters. See the table below for available ASCII codes.

Example:
22SPIONEER JUKEBOX CJ-V99CR :CR

In the above example, "PIONEER JUKEBOX CJ-V99" is registered as the characters to be displayed.
Completion of the setting will be informed by transmitting the :(3Ah) code. If the setting is not valid, an error code will be displayed.

(23) Modem communication schedule

Format: 23Sxxxxx ..... xxxxxCR

A maximum of 10 modem communications schedules, each in 10 digits, can be specified. The 10-digit schedule consists of: the starting day in the first digit, followed by four digits showing the starting time; the next digit then represents the ending day and is followed by four digits showing the ending time. Numbers from 0 to 6 correspond to Sunday through Friday. A number 7 stands for everyday, 8 for Monday through Friday, and 9 for Monday through Saturday. Input hours in a 24-hour system.

Example:
23S1100011200210002 1200CR :CR

In the above example, Monday 10:00 to 12:00 and Tuesday 10:00 to 12:00 are set for modem communications. Completion of the setting will be informed by transmitting the :(3Ah) code. If the setting is not valid, an error code will be displayed.

2-2. Error Codes

The following error codes are provided for CJ-V99/CJ-V77 commands. An error code is transmitted to indicate the nature of the problem when a command cannot be executed.

Code	Definition
E00	Communications error, input buffer overflow
E01	Command not available
E02	Missing argument
E03	Without command character
E09	Overrun, framing error
E10	Password not input
E11	Missing data code

3. Automatic Service Mode by Modem Communications

The CJ-V99/CJ-V77 supports part of the most popular AT commands (Hayes) as modem control commands, and allows users to perform communications by using a modem that conforms to the AT commands.
3-1. Supported AT Commands and Answer Code
The AT commands and answer code supported by the CJ-V99/CJ-V77 are as follows:

3-1-1. Commands

①A
On-hook in the Answer mode.

3-1-2. Answer Code

The answer code only corresponds to the ASCII format.
①OK
Execution of the command is completed.
②RING
Ring is detected.
③CONNECT
Lines are connected.
④NO CARRIER
No carrier is detected.
⑤ERROR
An error is detected in the command.

3-2. Modem Communications Procedure

The CJ-V99/CJ-V77 controls the time of communications with modem by the schedule function in the Service mode. The answer code of the modem will be ignored if no schedule is specified. It is necessary, therefore, to specify hours and minutes for modem communications. The CJ-V99/CJ-V77 starts modem communications according to the specified schedule. Note that the CJ-V99/CJ-V77 only answers to incoming calls from other end, and has no function for calling.
The CJ-V99/CJ-V77 performs modem communications as follows:

1) The answer code RING is sent from the modem, and is activated from the incoming call.
2) Upon reception of RING, the CJ-V99/CJ-V77 sends the command ATA to the modem and activates it to on-line.
3) The CJ-V99/CJ-V77 readies the Automatic Service mode when it receives the answer code CONNECT from the modem.
4) After this, perform the same steps as in the normal Automatic Service mode. Start with inputting the password.
5) To terminate communications, input the password again. At the same time the CJ-V99/CJ-V77 exits from the Data Retrieval mode, it changes the modem to the local command state from on-line by operating DTR of the RS-232C control line and disconnects automatically.
6) During on-line, if no access is made by the supported commands in the Data Retrieval mode, the CJ-V99/CJ-V77 disconnects in the same manner as with step 5).

3-3. Status Setting Required for Modem

As the protocol supported by the CJ-V99/CJ-V77 is limited in the way mentioned above, the modem requires a status setting as mentioned below. With AT modems, the status must be set in the non-volatile profile contained in the modem.

1) Returns no echo in the command state.
   Command: ATE0
2) Returns answer code.
   Command: ATQ0
3) Returns answer code in ASCII format.
   Command: ATV1
4) Returns no answer code other than 3-2-1.
   Command: ATX0
5) Disconnects when the control line ER (DTR) turns to OFF from ON, and changes to the local command state.
   Command: ATD2
6) Uses the CR code as a terminator at the end of an answer code.
   Command: ATS3=13
7) Specifies the set OFF time of the control line ER (DTR) to 0.08 second or less.
   Command: ATS25=5

3-4. Connection to Modem

Modem (25 pins)		CJ-V99/ CJ-V77
GND 1	——	1 GND
TXD 2	←	2 TXD
RXD 3	→	3 RXD
RTS 4	←	6 RTS
CTS 5	→	5 CTS
DSR 6	→	8 DSR
GND 7	——	7 GND
DTR 20	←	4 DTR

CONNECTION TO EXTERNAL EQUIPMENT

Connection of the Microphone

- Connect a Pioneer microphone (DM-V151).

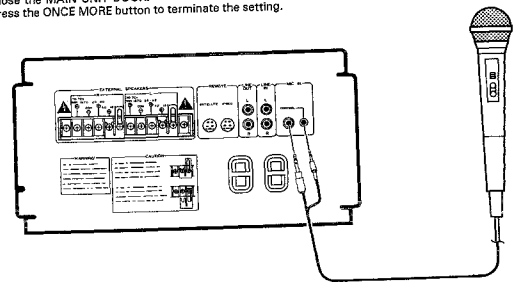
Setting before MIC PAGING

Use this function when you want to call a person during playback.

1. Turn the TALK switch of the microphone to on.
2. Press the ONCE MORE button of the microphone to enable it to be used.
3. Open the MAIN UNIT DOOR and adjust the sound volume of the microphone using the MIC LEVEL CONTROL knob located in the amplifier.
4. Close the MAIN UNIT DOOR.
5. Press the ONCE MORE button to terminate the setting.

MIC PAGING operation

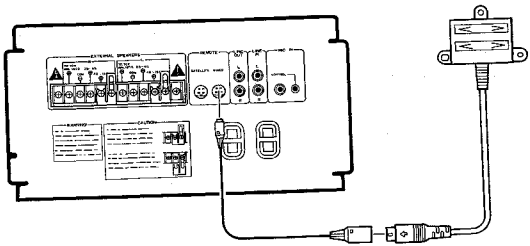
1. Turn ON the TALK switch of the microphone.
2. Press the ONCE MORE button on the microphone to enable it to be used. During playback, the sound volume of the jukebox will automatically decrease.
3. Pressing the ONCE MORE button again will terminate the MIC PAGING mode and resume the sound volume of the jukebox.



DM-V151

Connection of the Wired Remote Control Unit

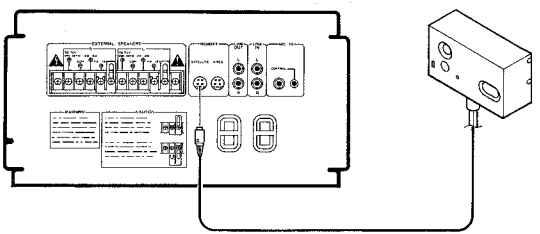
A remote-controlled operation can be performed by connecting the wired remote control unit (CU-V129) to the WIRED REMOTE terminal via the optional extension cable (JC-74).



Connection of the Remote Control Satellite

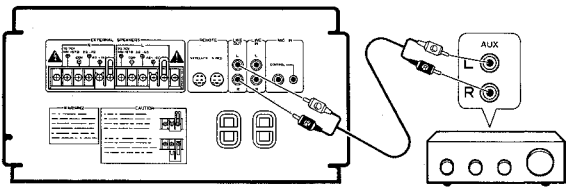
Use the Remote Control Satellite if the distance between the CD Jukebox and the supplied remote control unit is too far or if there is an obstacle between them, that results in improper remote-controlled operation.

Connect the optional Remote Control Satellite (JA-V150IR) to the SATELLITE REMOTE jack. A remote-controlled operation can be performed by pointing the remote control unit at the JA-V150IR.



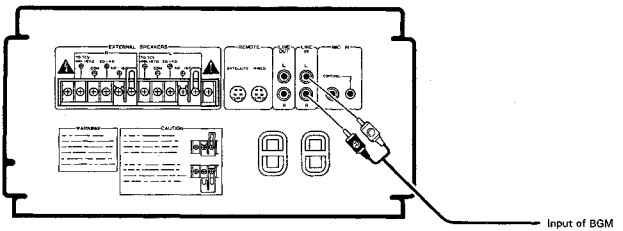
Connection of an External Amplifier

Connect an external amplifier to the LINE OUT terminal. Sound from CDs can be output via the amplifier.



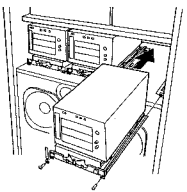
Input of Sound from External Equipment

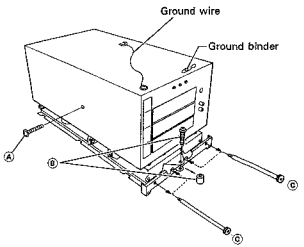
Connect the sound output terminal of the external equipment to the LINE IN terminal. The sound source for the BGM can be output when no song is selected (INTERVAL TIME).



Installing an Additional CD Changer

Insert the CD Changer into the CD Changer rack by aligning the rails on the right and left sides of the Changer to the rack. Before inserting, remove the transport screws A, B, C.





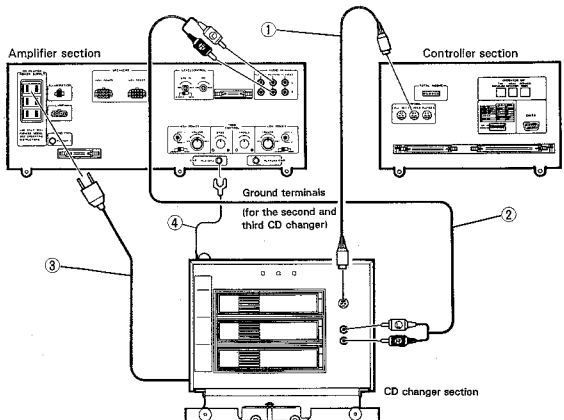
EXTENSION CD CHANGER CONNECTIONS

①Connect the CD changer's CONTROL jack to the controller's CONTROL jack with the supplied control cord.
②Connect the CD changer's AUDIO OUT jacks to the amplifier's INPUT jack with the supplied audio cord.
③Connect the CD changer's power cord to the CD PLAYER POWER SUPPLY of the amplifier section.
④Connect the ground wire to the ground terminal.

The CJ-V99 is sold connected to one extension changer.

The CJ-V77 is sold connected to two extension players.

NOTE:
When connecting the CD changer to the amplifier and controller sections, connect the second CD changer to PLAYER 2, and the third CD changer to PLAYER 3.



CONNECTING THE SPEAKERS

Speaker Terminals

The rear panel of the CJ-V99/CJ-V77 is equipped with terminals (EXTERNAL SPEAKERS) for connecting the external speakers.

CAUTION
THIS INSTALLATION SHOULD BE MADE BY QUALIFIED SERVICE PERSONNEL AND SHOULD CONFORM TO ALL LOCAL CODES.

(1) Short terminal
(2) 4 Ω to 16 Ω terminal
(3) 2 Ω to 4 Ω terminal
(4) COMMON GND terminal
(5) 70.7CV terminal

The 2 Ω to 4 Ω and the 4 Ω to 16 Ω terminals are called the low impedance terminals, and the 70.7CV terminal is called the high impedance terminal.

1. Low Impedance Connection and High Impedance Connection

(1) Low Impedance Connection

Used when sound quality is of greatest importance.
Connects 2 to 4 Ω or 4 to 16 Ω speakers.
The 4 to 16 Ω terminal directly connects the amplifier output, resulting in high quality sound.
For speakers connected in parallel, the impedance is decreased, and the number of connected speakers is limited.
(See 4. Connecting Low Impedance Terminals.)
The longer the distance between the amplifier and speakers, the speaker input decreases due to speaker cable resistance.

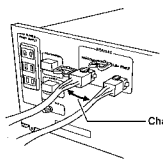
(2) High Impedance Connection

To prevent speaker input reduction caused by the speaker cable resistance, a transformer is installed in the speaker to increase the impedance and increase the voltage for transmitting the amplifier output.
(See 5. Connecting the High Impedance Terminal.)
(For CJ-V99/CJ-V77, the amplifier output voltage is increased to 70.7 V.)
Using the high impedance connection, many speakers can be connected.
(The transformer impedance is changed according to the number of connected speakers.)
The high impedance connection is also used to prevent power loss caused by a long speaker cable.

2. Switching the Amplifier

CJ-V99/CJ-V77 is equipped with 30 W and 100 W amplifiers.
The following two modes can be switched alternatively:
100 W for internal speakers
30 W for external output terminal
30 W for internal speakers
100 W for external output terminal

The output can be switched by changing the connector on the left side of the amplifier unit front panel.
When delivered, the internal speaker and external output terminal are set for 100 W and 30 W, respectively (the terminal and connector are connected using the same color).



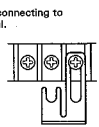
3. Setting the Short Bar

Speakers are connected to the connection terminal and the COMMON GND terminal.
Remove the short bar between pins 1 and 2 to use the 4 to 16 Ω terminal.
Set the short bar between pins 1 and 2 when using another terminal (2 to 4 Ω terminal or high impedance 70.7CV terminal).

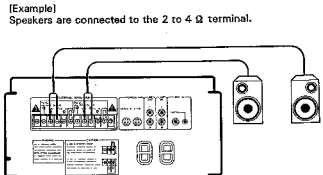
CAUTION :
Only one of the 4 to 16 Ω, 2 to 4 Ω, and 70.7CV terminals can be used at one time.

Short bar setting for connecting to the 2 to 4 Ω or 70.7CV terminal.

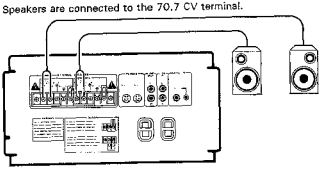
Short bar setting for connecting to the 4 to 16 Ω terminal.



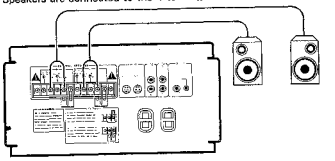
[Example]
Speakers are connected to the 2 to 4 Ω terminal.



Speakers are connected to the 70.7 CV terminal.



Speakers are connected to the 4 to 16 Ω terminal.



4. Connecting Low Impedance Terminals

The low impedance terminals are set to the following reference values:

2 to 4 Ω terminal: 2 Ω

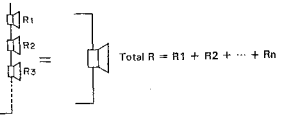
4 to 16 Ω terminal: 8 Ω

The low impedance terminal type used depends on the impedance of the connected speaker.

(a) Series Connection

Set the speaker impedance to R.

When the speakers are connected in series,



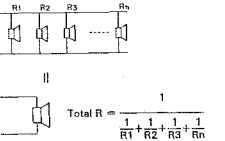
For instance, when two 6 Ω speakers are connected in series,

Total R = 6 + 6 = 12 Ω

Thus, the 4 to 16 Ω terminal is used.

(b) Parallel Connection

When the speakers are connected in parallel,



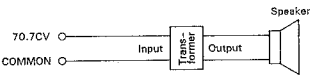
For instance, when two 6 Ω speakers are connected in parallel,

$$\text{Total R} = \frac{1}{\frac{1}{6}+\frac{1}{6}} = 3\ \Omega$$

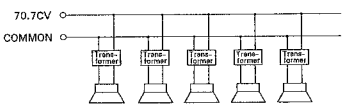
Thus, the 2 to 4 Ω terminal is used.

5. Connecting the High Impedance Terminal

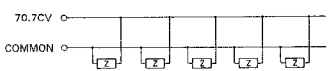
After connecting the speaker's transformer, connect the speaker unit to the high impedance terminal.



As the transformer's input impedance is high, many speakers can be connected to the 70.7CV terminal.



⇩ Transformer input impedance: Z



$$\text{Total } Z = \frac{1}{\frac{1}{Z}+\frac{1}{Z}+\frac{1}{Z}+\frac{1}{Z}+\cdots+\frac{1}{Z}} = \frac{Z}{n}$$

Since the amplifier output is 30 W or 100 W, a speaker with a wattage exceeding this output value cannot be connected.

But, how much impedance is available for connected speakers?
Let's calculate a wattage.
The wattage can be calculated by the following formula:

$$\text{(Watt W)} = \text{(Current I)} \times \text{(Voltage V)}$$

$$= \frac{\text{(Voltage V)}^2}{\text{(Impedance Total Z)}}$$

Therefore,
In the case of 30 W,

$$W = \frac{(70.7)^2}{\frac{Z}{n}} \leqq 30$$

In the case of 100 W,

$$W = \frac{(70.7)^2}{\frac{Z}{n}} \leqq 100$$

In other words, the total impedance connected in parallel should be as follows:

30 W: Total Z ≧ 166.7 Ω
100 W: Total Z ≧ 50 Ω

The following shows the relationship between the number of speaker transformers and minimum impedance.

Minimum Input Impedance of Parallel-Connected Speaker Transformers

7. Selecting Speakers and Transformers Using the Graph

When speakers are connected to the high impedance terminal, the following three factors are concerned:

(1) Speaker wattage (P)
(2) Speaker transformer impedance (Z)
(3) Number of speakers (n)

These factors are in the following relationship:

In the case of the 30 W amplifier:

$$P = \frac{(70.7)^2}{Z} \leqq \frac{W}{n}$$

$$Z > \frac{(70.7)^2}{30} \times n = \frac{5000}{30}$$

In the case of the 100 W amplifier:

$$P = \frac{(70.7)^2}{Z} \leqq \frac{W}{n}$$

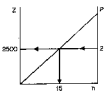
$$Z > \frac{(70.7)^2}{30} \times n = \frac{5000}{100}$$

According to the graph, Z is calculated from W and n.

Reading the Graph

Fig-1 and Fig-2 are graphs showing the relationship of W, Z, and n for 30 W and 100 W, respectively.

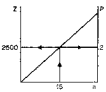
(1) If the speaker wattage is known



The n and Z values are read based on the W value.
For example, if W = 2 W,
n = 15
Z = 2500.

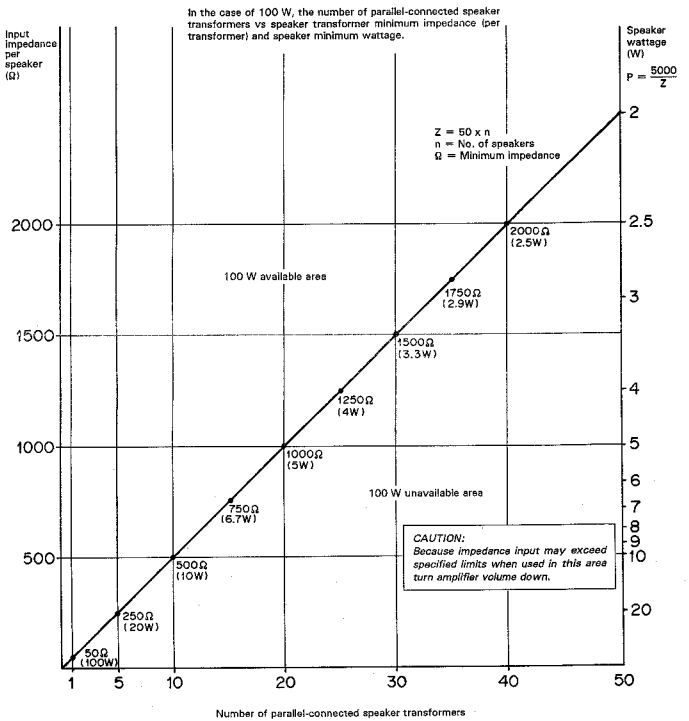
That means, a maximum 15 units of 2 W speakers can be connected.
The transformer impedance must be 2500 Ω or more.

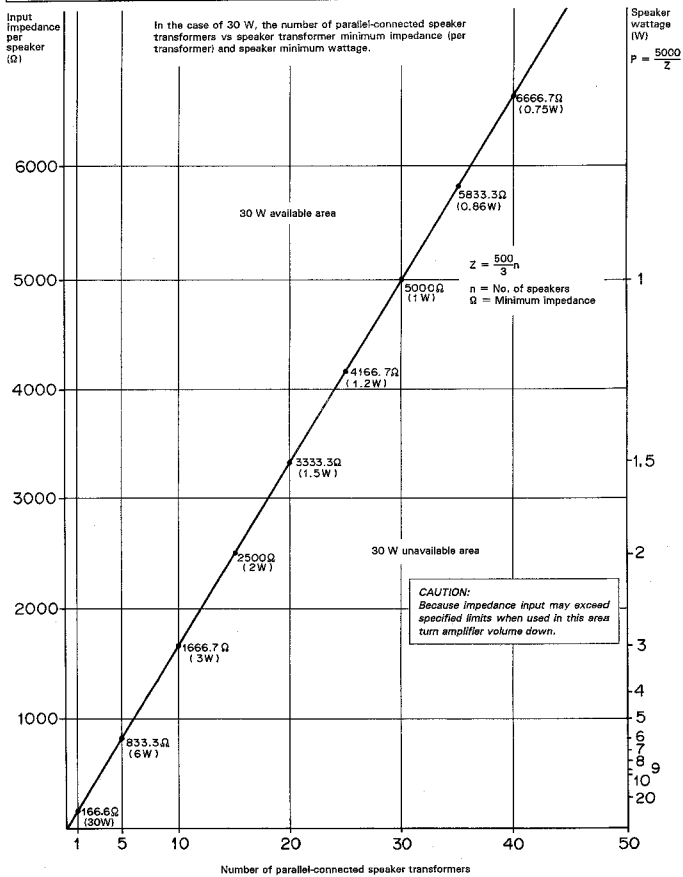
(2) If the number of speakers is known



The W and Z values are read based on the n value.
For example, if n = 15,
W = 2
Z = 2500.

Therefore, when 15 speakers are connected, each speaker should have 2 W and the transformer impedance must be 2500 Ω or more.
Connect speakers with an impedance of at least 2W as a safety precaution.


In the case of 100 W, the number of parallel-connected speaker transformers vs speaker transformer minimum impedance (per transformer) and speaker minimum wattage.
Input impedance per speaker (Ω)
Speaker wattage (W)
P = 5000/Z
Z = 50 x n
n = No. of speakers
Ω = Minimum impedance
100 W available area
100 W unavailable area
CAUTION:
Because impedance input may exceed specified limits when used in this area turn amplifier volume down.
50Ω (100W)
250Ω (20W)
500Ω (10W)
750Ω (6.7W)
1000Ω (5W)
1250Ω (4W)
1500Ω (3.3W)
1750Ω (2.9W)
2000Ω (2.5W)
2000
1500
1000
500
2
2.5
3
4
5
6
7
8
9
10
20
1
5
10
20
30
40
50
Number of parallel-connected speaker transformers


Input impedance per speaker (Ω)
In the case of 30 W, the number of parallel-connected speaker transformers vs speaker transformer minimum impedance (per transformer) and speaker minimum wattage.
Speaker wattage (W)
P = 5000/Z
6666.7Ω (0.75W)
5833.3Ω (0.86W)
30 W available area
Z = 500/3 n
n = No. of speakers
Ω = Minimum impedance
5000Ω (1 W)
4166.7Ω (1.2W)
3333.3Ω (1.5W)
30 W unavailable area
2500Ω (2W)
CAUTION:
Because impedance input may exceed specified limits when used in this area turn amplifier volume down.
1666.7Ω (3W)
833.3Ω (6W)
166.6Ω (30W)
6000
5000
4000
3000
2000
1000
1
1,5
2
3
4
5
6
7
8
9
10
20
1
5
10
20
30
40
50
Number of parallel-connected speaker transformers

ATTACHING THE COIN ACCEPTOR (The CJ-V99 is sold with coin acceptor installed.)

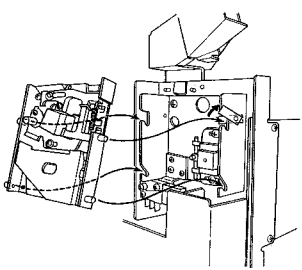
When using coins for the CD jukebox, the coin acceptor must be installed.

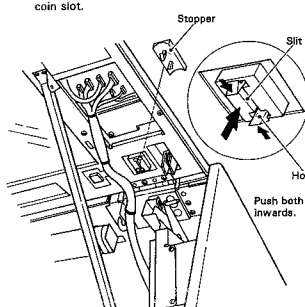
Install the coin acceptor.
Insert the upper part first.

*Use an N-530-A coin acceptor made by CONLUX USA.

CAUTION
THIS INSTALLATION SHOULD BE MADE BY QUALIFIED SERVICE PERSONNEL AND SHOULD CONFORM TO ALL LOCAL CODES.

To prevent coin input, install the supplied stopper in the coin slot.

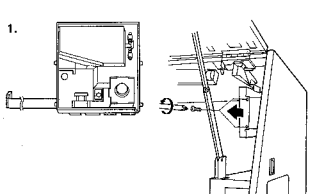


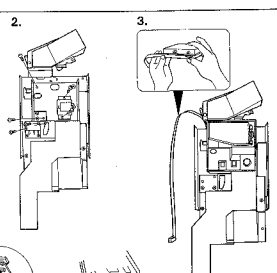


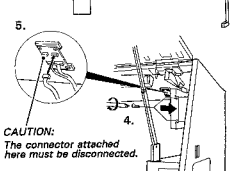
***To use the NRI coin acceptor**

1. Remove the coin acceptor housing from the jukebox.
2. Remove the board and the screws from the coin acceptor housing as shown in the figure.
3. Install the coin acceptor into the housing.
4. Install the coin acceptor housing to the jukebox.
5. Connect the NRI cord by facing the red line downward.
6. Remove the limiter from the coin slit, then reinstall it.

• This enables Canadian coins to be used.



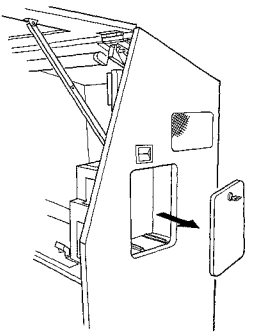




ATTACHING THE BILL ACCEPTOR (The CJ-V99 is sold with bill acceptor installed.)

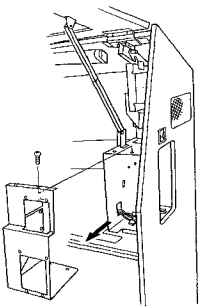
When using bills for the CD jukebox, the bill acceptor must be installed.

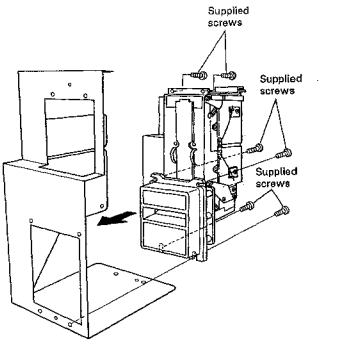
CAUTION
THIS INSTALLATION SHOULD BE MADE BY QUALIFIED SERVICE PERSONNEL AND SHOULD CONFORM TO ALL LOCAL CODES.



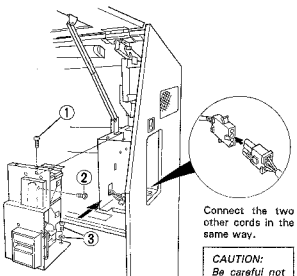
①Open the cover of the money storage located on the right side of the CD juke.

②Take out the bill holder, and install the bill acceptor.





③Attach the bill acceptor to the CD jukebox with the screws.
Connect the connection cords.
i) Attach the bill acceptor to the bill holder.
ii) Fasten the bill holder with the screw ①.
iii) Close the menu door.
iv) Adjust the bill acceptor horizontally and vertically (Press the bill acceptor against the panel side so that there is no gap, and the bill inlet is located at the center.); then fasten the lower part with the two screws and the two washers ③.
v) Tighten the screws ①, ② on both sides.

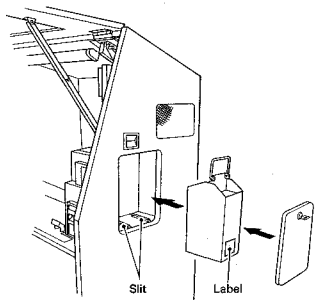


Connect the two other cords in the same way.

CAUTION:
Be careful not to connect the cords of the main unit side.

* Use an NB-2JA-400, NB-2BA-400 and NB-2BA-600 made by CONLUX USA for the bill acceptor.

④Reinstall the coin box.
Insert it into the slot with the labeled side facing out.

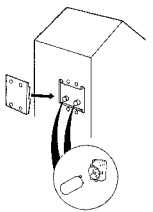


CHANGING THE GLOW LAMP

To replace the glow lamp, remove the glow lamp cover on the rear.

①Turn the power OFF before changing the glow lamp.
②Open the glow lamp cover.
③Replace the glow lamp.
- The right glow lamp is for the lower fluorescent lamp, and the left glow lamp is for the upper fluorescent lamp.
- Remove the burnt-out glow lamp by turning it to the left. Install a new glow lamp.

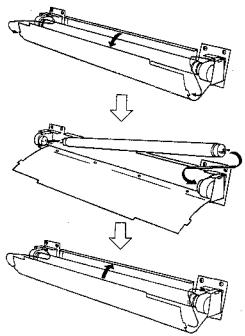
④Install the glow lamp cover and tighten the screws.



CHANGING THE FLUORESCENT LAMPS

There are two fluorescent lamps located on the top and the bottom of the menu board.

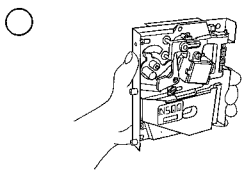
①Turn the power OFF before changing the fluorescent lamps.
②Open the menu door.
③Remove the colored cover of the fluorescent lamp.
④Replace the fluorescent lamp (15 W).
⑤Fasten the colored cover as before.

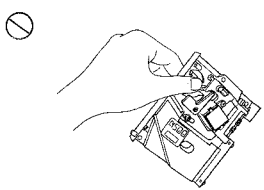


COIN ACCEPTOR CLEANING (MODEL N-530-A)

HANDLING

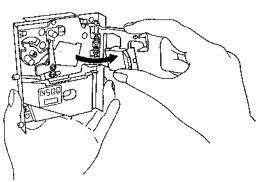
- Place your hand on both sides of acceptor. Grasping areas near mounting studs on each side, hold the acceptor firmly.
- Stand the acceptor vertically, and taking care to hold the rear panel as much as possible. If this is not possible, place the acceptor with the front panel facing upwards.

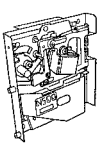




CLEANING

The coin acceptor must be cleaned regularly. Dust and dirt buildup from coins, and other objects can prevent or block coins from running smoothly through the machine. Accumulated dirt can result in the machine becoming unable to recognize correct coin value. Clean the machine regularly to avoid dust and dirt buildup.
Clean coin channel, magnet, cradle axle and axle bearing by wiping parts with waste cotton or similar dust-free cloth material.

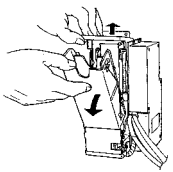




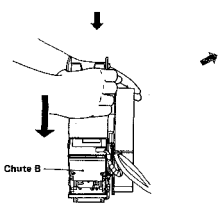
BILL ACCEPTOR CLEANING

INSPECTION: If authentic $1 or $5 bill is not accepted, or is rejected after insertion

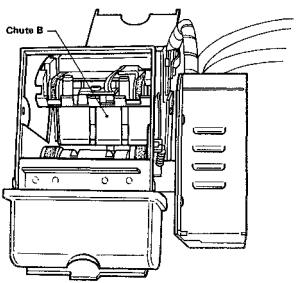
(The figure shows model NB-2BA)



Push up the latch and pull down the stacker.
If full of bills, withdraw them.
Remove any bills or foreign matter clogging the stacker.



Press down the latch and pull up the stacker.



Remove any bills or foreign matter clogging the stacker.
Cut the power off and turn it on again.
(Warning: Be sure to return the stacker to original position.)

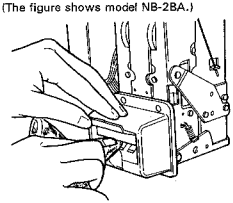
If the bill validator still will not accept any bills, check the following.

- Are the stacker and the chute set securely?
- Is the photo sensor or are the magnetic heads dirty?
- Are the conditions in Additional Specifications 2 and 3 met?

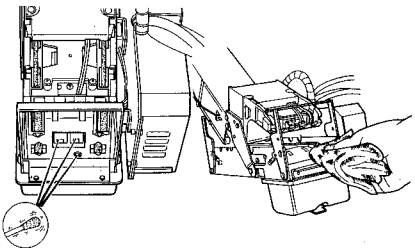
CLEANING

If the moving parts become dirty, get wet, or are stuck with foreign particles, proper operation cannot be maintained. Clean according to the requirements of the situation.

(The figure shows model NB-2BA.)

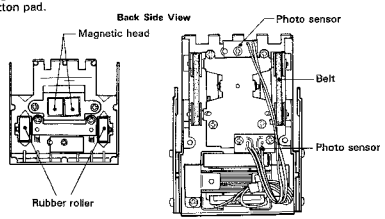


Wipe the bill insertion opening with a soft cloth.



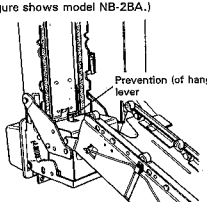
Clean the photo sensor and magnetic heads with a cotton pad.

Wipe clean the chute roller, and belt with a soft cloth.

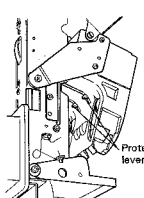


INSPECTION

(The figure shows model NB-2BA.)



Prevention (of hanging) lever
It should pull out easily and when released, return smoothly without sticking.



Protection (from pull-out) lever
It should push easily, and when released, return smoothly without sticking.

SPECIFICATIONS

Amplifier Section

Continuously Average Power Output is 100 Watts* plus 30 Watts* per channel, min., at 8 ohms from 20 Hertz to 20,000 Hertz, with no more than 0.5 % total harmonic distortion.

* Measured pursuant to the Federal Trade Commission's Trade Regulation rules on Power Output Claims for Amplifiers.

Frequency Response ····· 20 Hz to 20 kHz ±1.5 dB
Tone Control
Bass (100 Hz) ····· Max. +10 dB, Min. −10 dB
Treble (10 kHz) ····· Max. +10 dB, Min. −10 dB

CD changer section

Signal-to-Noise ratio ····· 94 dB or more
Dynamic Range ····· 85 dB or more
Wow and Flutter ····· ±0.001 % or less
Frequency Response ····· 4 Hz to 20 kHz ±1.5 dB
Total Harmonic Distortion ····· 0.1 % or less
Output Voltage ····· 1.8 V
Number of channels ····· 2 channels (stereo)
Dimensions ····· 239 (W) x 463 (D) x 215 (H) mm
9-7/16 (W) x 18-1/4 (D) x 8-7/16 (H) in
Weight ····· 9 kg (19 lb 14 oz)
Power Requirements ····· AC120 V, 60 Hz
Power Consumption ····· 25 W

Speaker Section

Enclosure ····· Bass-reflex type
Loudspeakers:
Woofer ····· 25 cm (10 in) x 2
Mid range ····· 10 cm (4 in) x 2
Tweeter ····· 6.6 cm (2-1/2 in)x 2
Expansion speaker ····· 10 cm (4 in) x 2
Nominal Impedance ····· 8 Ω
Frequency Range ····· 30 Hz to 20 kHz
Sensitivity ····· 90 dB/W·m
Maximum Power ····· 100 W

Miscellaneous

Power Requirements ····· AC120 V, 60 Hz
Power Consumption ····· 460 W
Dimensions ····· 797 (W) x 618 (D) x 1640 (H) mm
31-3/8 (W) x 24-5/16 (D) x 64-9/16 (H) in
Weight
CJ-V77 ····· 145 kg (319 lb 12 oz)
CJ-V99 ····· 158 kg (348 lb 6 oz)
Operating temperature ····· +5°C to +35°C
(+41°F to +95°F)
Operating humidity ····· 5 % to 85 %

Audio Terminal

LINE IN ····· RCA pin-jack
MIC IN ····· to DM-V151 (optional)
LINE OUT ····· RCA pin-jack
EXT SP terminal ····· 2~4 Ω (or)
4~16 Ω (Direct out) or High Power: more 50 Ω,
Low Power: more 167 Ω

Others (CJ-V77)

Number of CD discs ····· 54 CD discs
(18 discs with standard plus additional 36 with option)
Number of CD players ····· One CD player
(additional two CD players with option)
Acceptance of $1 and $5 bills (optional)
Acceptance of 25 cents coins (optional)
Remote control unit ····· Volume up/down, cancellation

Others (CJ-V99)

Number of CD discs ····· 54 CD discs
(36 discs with standard plus additional 18 with option)
Number of CD players ····· Two CD player
(additional one CD player with option)
Acceptance of $1 and $5 bills
Acceptance of 25 cents coins
Remote control unit ····· Volume up/down, cancellation

Accessories

- Remote control unit x 1
- Size "AAA" (IEC R03) dry cell batteries x 2
- Key (front door x 2)
- Key (charge storage cover x 3)
- Magazine x 3 (CJ-V99 includes 6 magazines)
- Coin box x 1
- Stopper for the coin acceptance inlet x 2
- Menu number label x 1
- Indication plate x 2
- Coin sheet x 1
(Not included with CJ-V99)
- Screw A (M4 x 8) x 6 (Not included with CJ-V99)
- Wood screw x 2 (Not included with CJ-V99)
- Screw B (tapping; 3 x 6) x 1
(Not included with CJ-V99)
- Washer x 2 (Not included with CJ-V99)
- Follow-up card x 1
- Operating instructions x 1
- Owner's manual x 1

NOTE:
Specifications and design subject to possible modification without notice, due to improvements.

The Magazine Type Multi-Play CD Players with mark and the Magazines with the same mark are compatible for 5-inch (12cm) discs.